# Undead Tower Defender GDD

# Undead Tower Defender

## Demographic

ESRB: Teen [13+]

Intended game systems: Android/iOS

The game will target anyone teen and older due to advanced gameplay and strategy required to beat the game.

## Story

In a land where the dead have risen to feast on the living, people have barricaded themselves behind walls and erected towers to protect them from the evil hordes. You find yourself as a commander of defense at one of these fortifications and it is your duty to keep the undead horde at bay.

## Gameflow

### Challenges/Obstacles

The player will be forced to pick between using certain towers to overcome certain obstacles. An area of effect tower will do great against the weak masses of undead, but what about the singularly strong boss? For him you may need more arrow towers, just a hint.

The player can also use their hero to fight back the hordes of enemies marching on the castle. The enemies will automatically target and move toward the player if the player goes near them.

### Progression/Reward System

Player will be able to tackle harder maps as well as unlock a survival mode for each completed map, to test their defending skills further.

### Win Condition

Beat the allotted waves for normal mode, set a new highest wave survived on survival mode.

## Gameplay

### Maps

#### Map#1 The Grasslands

* Small amount of corners (simple map).
* Not many obstacles (more build space).
* Two enemy paths.
* 1 enemy entrances.
* Normal mobs present.
* No boss in normal mode.
* No flying enemies in normal mode.
* 5 waves of enemies in normal mode.

#### Map#2 The Desert

* Moderate amount of corners.
* Moderate amount of obstacles.
* A long curvy path.
* One enemy entrance.
* Normal mobs present.
* Flying enemies present.
* No boss in normal mode.
* 7 waves of enemies in normal mode.

#### Map#3 The Mountains

* Moderate amount of corners.
* Many obstacles.
* Two enemy entrances.
* Elevated paths
* Normal mobs present.
* Flying enemies present.
* One boss on the final wave.
* 10 waves of enemies in normal mode.

## Game World

The game is set in the medieval era where all a man had to defend himself was his weapon of choice. The game world also has fantasy element such as the undead that march on the living.

## Game Experience

The player will start the game in the first map, this is the easiest map that will teach the fundamentals of the game. Fewer enemies, weaker enemies and an easier map layout mean that players can take their time learning the game, or jump right in and utterly destroy the first map to move on to bigger and better things.

Second map will introduce flying units and introduce a new tower. Flying units will pose more of a threat to the player as they will need the arrow tower to deal with them instead of only build ol faithful cannon towers. This map will kill the player unless they learn towers strengths/weaknesses.

Third map will kill any who do not make full use of their towers, their hero and the map. The player will be able to build the last of the three towers here and use it to sink or swim. The biggest obstacle comes at the final hour with a boss that will take all the player has to kill.

Finally the end, now that the player has beaten the three maps, they can return to test their metal in an endless survival mode where the only object is to survive... and beat your friends best wave.

## Gameplay Mechanics

### Towers

| **Tower Type** | **Arrow** | **Cannon** | **Tar** |
| --- | --- | --- | --- |
| Damage | 5 | 3 | 0 |
| Attack Rate | 2 | 1 | 0.33 |
| DPS | 10 | 3 | 0 |

#### Arrow tower

It shoots arrows... run

Shoots arrows, arrows deal damage and destroy themselves on impact with an enemy. Or just destroy themselves if hitting anything else.

#### Cannon tower

It shoots balls... cannonballs

The DPS for cannon towers is 3 x number of enemies hit making it useful in large groups. The tower itself will just fire a cannonball, the cannonball will have two triggers, the first is its range that will store enemies within the trigger in an array, the second is the ball itself. When the ball itself collides with something, it will detonate and deal damage to all enemies within the array, it will then destroy itself after spawning a particle system for the explosion.

Flying enemies are not effected.

#### Tar tower

They don't slip, they stick

Area of effect slow tower. The tower will drop tar on the path where enemies walk, the tar will slow enemy movement and allow other towers to deal more damage.

Flying enemies are not effected.

## Enemies

| **Enemy** | **Skeleton** | **Undead Bird** | **Giant Skeleton** |
| --- | --- | --- | --- |
| Type | Normal | Flying | Boss |
| Health | 30 | 15 | 300 |
| Damage | 5 | 15 | 40 |
| Attack Rate | 1 | 1 | 0.5 |
| DPS | 5 | 15 | 20 |

### Skeleton

The main attacking force

They can be hit by all towers, will attack in numbers, cannons should be the most effective at taking them out.

### Undead Bird

Cannon and oil towers are useless

Arrow towers are needed for these guys, hero basic attacks can work too. Not as many of them but they are faster than the normal mobs.

### Giant Skeleton

Defenses tickle him/her/it?

He will soak it all up. Boss is deadly, but so are all the minions he protects on his walk to your doors. Cannons will help thin the horde but arrows and tar cauldrons are needed to kill this guy and keep him away from your doors.

## Multiplayer Material

Possible multiplayer to be implemented in future updates with players being able to help defend against the undead horde.

## Unique Selling Points

• Multiple levels to uncover and master

• Test your skills in Survival Mode

• Defeat hordes of undead enemies who are trying to take your castle

• Choose between different kinds of towers to eliminate different kinds of enemies

• Find out how every tower works and what are they more effective against

• Feel the pleasure of eliminating enemies’ bosses and watch them crumble

• Upgrade your hero to fight back the hordes of enemies marching on the castle

## Competitive Products

• Kingdom Rush

• BTD6

• Prime World Defenders

• Defense Zone 3

• Dungeon Defense