GDD Document

Intended game systems: PC/XBox/PS4

Target age of players: 13+

Intended ESRB Rating: E13 (Everyone 13+)

Game Summary:

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. 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.

Modes of Gameplay

•Survival Mode:

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.

Unique selling points:

• Beat the allotted undead waves

• Set a new highest wave survived

• Complete maps to unlock new and more challenging maps and enemies

• Upgrade your main hero to eliminate the hardest enemies

• Beat your friends best wave