Inspirations

Sanctum 2

- Pseudo turn based combat system

- Tower defence game

- Upgradable towers

- Progression system? (Leveling towers)

Orcs Must Die

-Tower defence

-Build defences to take on waves of enemies

-Weapon customization

-Constant struggle between action and strategy

Anomaly 2

- Pseudo 2 way tower defence

- Player takes an offensive tower roll, against defensive A.I.

- Player can choose direction their units can take on the map

- Static level design (User can’t change the level)

Possible additions?

-Level difficulty

-5 star difficulty levels allow for players to spawn more and stronger minions to attack the enemy

-Need to think of a way to tackle feeling of repetitiveness

Design issues

-Can users build towers during the minion deployment phase?

-How does the user place towers on the map (What does the GUI look like?)