

# Neon Defense

**Designer:** Oscar Gonzalez Rivas

**Genre:** Tower defense

**Platform:** Computer

Version 2021.3.15 f1 (Unity)

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## SYNOPSIS

The objective of the game is to defend yourself from the enemies that come for the kingdom through a predefined lane where they advance, for this we will control the protagonist "Neon" who will try to defend his city by placing defense towers to defeat them.

## CATEGORY

Tower Defense, action, strategy

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## MECHANICS

The player will be able to place towers on the map and improve them to face the enemies. The enemies will appear in waves in a system of rounds that work by time.

## TOWERS

Each tower will have a characteristic ability that differentiates it from the others. The player will have at his disposal 4 different types of towers and will have the ability to improve in 2 different branches of skill (attack speed, damage, more shots, fire shots, recognition of hidden enemies, ...) each type of tower will have different branches of improvement.

To be able to place the towers and upgrade them, the player will have to collect a certain amount of points that can be obtained when he eliminates one of the enemies, at the end of the round or through a tower that gives him money every so often.

### Towers available to the player

- **Sniper:** Skill (Infinite attack range). This tower will have a low base attack speed and moderate base damage, the bullet it uses is always on target and cannot miss, as it goes very fast.
  - Price: Medium-Low
- **Cannon:** This tower will not contain any initial ability, but it can develop it through upgrades. The base attack speed will be moderate and the damage too, the bullet will go at a moderate speed (with the possibility of increasing) so it can miss a shot.
  - Price: Low

- **Laser Ray:** Ability (Allows to destroy balloons that require fire). This tower will have a constant speed, since it is a laser beam, and a medium base damage. The beam will be firing constantly and will damage everyone who passes through it. The tower will be static so it will not look at the nearest enemy, but it can be rotated as you want and block it in any position.

■ Price: High

- **Boomerang Canon:** Ability (Its shot will rotate in small circles). This tower will have a low-moderate base attack speed and moderate damage. The shot will be a boomerang and will spin at a fast speed.

■ Price: Medium

## ENEMIES

Enemies follow a pre-established path in order to reach the city.

The enemies will have different types of resistance represented by an armor and its color. When an enemy is hit, its resistance will be lowered and it will acquire the color of the resistance in question.



In addition to the different resistances there will be different types of enemies:

**Inflammable:** These enemies are not damaged by normal shots, in order to hit them they will have to be hit with fire bullets (they will be obtained in the upgrades).

**Camouflaged:** These enemies are hidden in the environment and can only be seen by the towers that have the upgrade purchased.

## ROUNDS AND PLACING TOWERS

The whole game will work through the UI, on the right side of the screen, the player will have the different towers to choose from with their different prices and also the button to start the round once it is ready.

To place the tower the player will have to select the desired tower and a ghost tower will appear in the mouse position simulating where the tower to be placed will be, once the position is decided with the left click the desired tower will be placed.



## **TECHNOLOGIES**

Computer, Unity, photoshop and visual studio

Programming language: C#

Sound and music: Reaper and Audacity

## **AUDIENCE**

The game is aimed primarily at teenagers / adults who like casual strategy games.

## **CAMERA**

The view of the game will be 2D with a view from the ground level.

## **CONTROLS**

This game will be completely controlled by the mouse, as the placement of towers and the actions that the player has to execute will be done through the buttons on the screen.

All the selection of the game will work with the left click of the mouse.

## **SCORING**

The game will have 3 main scores, the maximum number of rounds obtained, the number of rounds obtained in that game, and the gold that will be used only within the game.

The gold will be obtained from the enemies eliminated and for the rounds completed.

## **SAVING AND LOADING**

The saving will be done automatically each time the round is finished and the data will be loaded each time the game is started.

## **INTERFACE**

The game interface will have a great importance in the game, because it must be used to be able to play.

The aesthetics of this will be dark and decorated with neon / flat colors.

**Main Menu:** Consists of the background image, play button, options, how to play.

**Play:** Consists of the rounds indicator and the life of the city, on the side of the screen there will be buttons with the towers to select to place them.

**GameOver:** It will appear the scores of the game and the record of rounds obtained in all the games you have played.

Some of the UI icons will be got from the unity asset store and the text fonts from DaFont

## **LINKS**

<https://assetstore.unity.com/packages/2d/gui/icons/ux-flat-icons-free-202525>

## **LEVELS**

The game consists of only 1 level, but there may be levels with more difficult maps depending on the development of the project.

This first level consists of a simple route in which the player has an advantage over the enemy. The amount of enemies, per round, will not vary if there are more levels, the only thing that will change will be the aesthetics of the map and the distance and difficulty of the enemy route.

## **CHARACTER**

Neon

He is the guardian of his city and his mission is to defend it at all costs from the enemy hordes, he has a strict attitude and loves to win in battles.

## **MUSIC AND SOUNDS**

The sounds and music will be obtained from the unity asset store or personally recorded, and will have a futuristic/minimalistic style.

### **LINKS FOR THE MUSIC AND SOUNDS**

<https://assetstore.unity.com/packages/audio/sound-fx/shooting-sound-177096>

<https://assetstore.unity.com/packages/audio/sound-fx/free-casual-game-sfx-pack-54116>

<https://assetstore.unity.com/packages/audio/music/8bit-music-062022-225623>

## **BRIEF HISTORY**

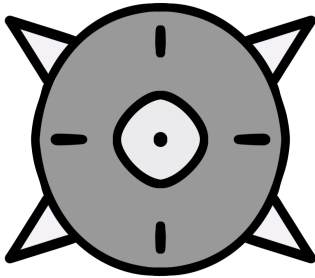
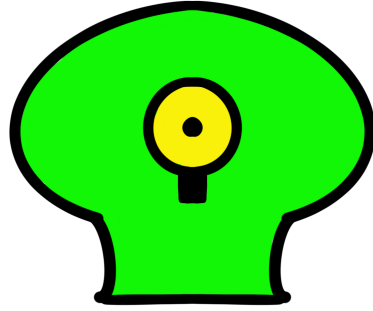
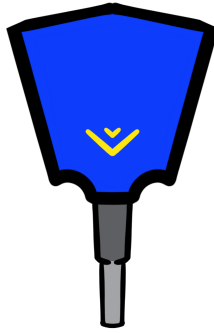
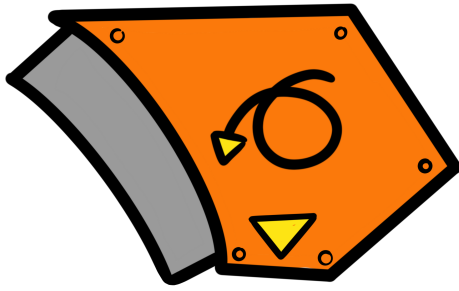
For many years a war has been going on to determine the rightful king, but certain cities did not want to be involved in this battle and declared themselves neutral but began to be plundered by neighboring cities.

To defend themselves from these, all the neutral cities decided to unify into one and form a defensive team, in which the protagonist "Neon" is found, and thus defend themselves from the looters.

## CONCEPT IDEA



FINAL CONCEPT



NEON DEFEND