Fractured Realms Concept

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Game Concept and Mechanics

Core Gameplay

- Top-down 2D tower defence game with two parallel realms.

- Players toggle between the Light and Shadow realms to reveal different enemy types and paths.

- Place towers to defend the base from waves of enemies.

- Collect Fracture Shards from defeated enemies to upgrade towers and abilities.

Key Mechanics

1. Realm Shift:

- Press a key (e.g., Shift) to toggle between Light and Shadow realms.

2. Tower Placement:

- Build defensive towers in either realm.

3. Shard Collection

- Collect shards from defeated enemies to unlock upgrades.

Key Mechanics (Part 2)

4. Abilities:

- Unlockable skills, including:
- Freeze Time: Slow enemy movement for a short period.
- Enhanced Range: Increase tower attack range.
- Extended Shift: Stay longer in the Shadow realm.

5. Enemy Waves:

- Realm-specific enemies requiring strategic shifting and tower placement.

Game Screens + Interaction Modes

Tower Defence Gameplay Screen:

• Top-down view of the battlefield.

• Toggle between Light and Shadow realms.

• Build, upgrade, and sell towers.

• Waves of enemy's attack from realm-specific paths.

Realm Upgrade Screen:

• Shard inventory and upgrade hub.

• Unlock new tower types and abilities using collected shards.

• Track wave progress and available upgrades.

Elements

Programming: 2 Students

- Core Mechanics (20 hours)

- Realm shift (20 hours)

- Tower Placement (20 hours)

Art & UI: 1 Student

- Realm Design (10 hours)

- Animations (10 hours)

- UI: Wave counter, shard counter, health bar, and ability menu (10 hours)

Game design: 1 Student

- Level design (10 hours)

- Wave creation (10 hours)

- Playtesting (10 hours)