Assignment Cover Sheet

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Game Design Document

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Game Title	ASCII BLOCKER
Genre	"ASCII BLOCKER" is a tower defence game with elements of strategy, where the player must have quick reactions to place the Blockers to stop the enemies while managing their turrets, through placement and where they are shooting to use them most efficiently.
Game Overview	In the near future, where computers are both biological and mechanical based, and the ASCII set of characters is now the universal method of computer communication, there are two warring factions, the "Liberated World Coalition" (LWC) and the "Earth Defence Force" (EDF). The EDF monitors and controls all communication and activities throughout the world, by use of the BMA (Biological Mechanic ASCII) Mainframe, and where crime is a point of view. The LWC is an underground guerrilla group of freedom fighters, where their ultimate goal is to take down the BMA Mainframe and give back control to the people. Both sides believe that they are fighting for freedom, the EDF are fighting for security and safety, which will allow their citizens to walk through any streets without fear, because there will be no crime under their control. The LWC on the other hand despise the EDF, thinking that they are a controlling government, with a desire to force all their citizens into work and submission, so the LWC ultimate goal is to tear down the EDF and end their control over the Earth.
	As a head programmer in the EDF, you must prevent the LWC from successfully destroying the base core of the BMA Mainframe. After the attack is initiated the LWC has 60 seconds to destroy the base core before the Anti-ASCII Virus destroys all enemies and ends the LWC's attack. You must save as many "Bs" as possible because each one that is destroyed will decrease the operating power of the BMA and if the base core is completely destroyed then the LWC would have won.
Core Objective(s)	The player must protect the base which is a big "B" made out of lots of smaller "Bs". The player must prevent the enemies from attacking the base by using their arsenal of Blockers/Guards, machinegun and shotgun turrets, along with the almighty Nuke that obliterates all enemies in range of the Base. So the player must destroy all the enemies which are represented with "e"s as normal enemies and "Se"s as smart enemies. So until the 60 seconds are up, the player must keep as many "Bs" intact as possible, but if all of the "Bs" are destroyed then it will be game over. For every "B" the player loses, he loses 2 points from his score, which also has a total of 60 and the number of "Bs" intact at the end of the 60 seconds, multiplied by 2, equals the player's score.
	There are two other game modes aside from the normal campaign, one of them being "Endurance". Endurance is similar to the campaign but there are no waves,

	it is a constant stream of enemies from all directions, leaving little time for strategy. The player still has to defend their base but there is not time between waves to set up defences. The second alternative game mode is "Time Attack", which is where the player's base has been removed and the player's objective is now to kill as many enemies as possible in the 60 seconds. The gameplay structure is similar to Endurance, where there are no waves and the enemies come from all directions. The number of enemies killed at the end of the 60 seconds equals the player's score. I also created a series of "Help" pages, so new comers can read through them to understand everything there is to know about the game. It covers the objectives of the campaign, along with the objectives of the two extra game modes: ENDURANCE and TIME ATTACK. It also covers the controls and shows the player a breakdown of a typical screen shot of this game, detailing what each object represents. To read about the history of the world in which ASCII Blocker is set, there is a button on the Menu labelled with "STORY", that will open a page detailing the story, so the player understands what they are fighting for, but this can be chosen to be ignored because it doesn't adversely affect the player's enjoyment.
Gameplay Structure	There are three difficulties to test your skills, "Easy", "Normal" and "Hard", with each difficulty level that you go up, the frequency of enemies increases and new enemies are introduced, which are powered up versions of the standard enemies. For example, between Easy and Normal difficulties, "Smart Enemies" are introduced, which move faster than normal enemies and they home in on "B"s, where as normal enemies move to a fixed position. During the 60 seconds there are 4 waves that the player must survive, with each one getting steadily harder. The player can place Blockers/Guards, machinegun and shotgun turrets anywhere on the map, but each one has a recharge time. The Blockers recharge almost instantly, whereas the machinegun turret recharges after 3 seconds and the shotgun turret recharges after 5 seconds, because that is slightly better than the machinegun turret. In each game there is only one Nuke to be used, so you have to be very careful as to when you use it, in order to get the maximum benefit from it. The Blockers and the Nuke can be used at any time during the game by simply clicking the left mouse button to place a Blocker and pressing the space bar to drop the Nuke. But for placing the turrets, the player must select which one that they want to place by pressing either "1" or "2", and then click the right mouse button to place the turret where the cursor is. The machinegun turret shoots in the direction that the cursor was at the time each bullet is shot. The shotgun shoots out eight shells in the directions: right, left, up, down, diagonally top right, diagonally bottom right, diagonally bottom left and diagonally top left. The bullets also move a little faster than the shells.