# **Game Synopsis**

The concept that is presented is a tower defense-type game where the objective of the game is to beat various challenges by designing, managing resources and intelligently putting wind turbines in key locations. The aim is to successfully fend off waves of units in order to complete the game goal. Player actions include maintaining the wind turbines and adapting them to changing conditions for the purpose of optimization. Depending on his performance, the player can achieve a ranking on the leaderboard, where he can compare his performance to other players.

To enumerate the advantages of tower defense are:

* Easy to pick up
* Direct feedback
* Clear game goals
* Due to the simple structure of the concept, features are easily added to complement additional goals.
* Tower defense games have the important feature that players can provide slightly different solutions to the same problem

The gaming system is resolved around building, heavily customizing wind turbines and connecting them to the grid in order to power up actuators, which in turn will interact with the units depending on the specific scenarios. The actuators draw power from the grid. For example, the power of a water pump is determined by the distance between the turbine and the pump, and the efficiency of the turbine design.

An example scenario could be, having units of water running through the preset lane resembling a river, and then water pumps will extract water from the river to prevent flooding of the town. The rate at which the pumps extract water is proportional to the energy incoming from the wind turbines.