## Computer Graphics: Final Project

## High Concept

The game is a tower defense. The goal is to defend your base from enemies’ waves.

## Features

* The point of view is a top view.
* The field is a 2D grid where buildings can be placed. From start the field is empty, the player must put his buildings in order to create his own path: Unlike other tower defense games, where the path is already defined.
* As in a tower defense game, it’s the personal interactions that count. Building, upgrading, destroying, targeting are all essential parts of the game.
* Infinite mode: Waves to waves, you must defend your base from enemies. Each wave is stronger than the previous one.  
  A tutorial is available to teach the player how to play.
* Base health meter shows the base’s health. You lose if your base is out of health.  
  Tower health meter shows the tower’s health. Your tower is destroyed if it’s out of health.
* You have a starting amount of money. You must use them to buy and upgrade buildings.
* Each killed enemy give you a small amount of money.
* You can destroy / repair / upgrade your buildings.
* Several towers and enemies are existing.

## Player Motivation

The goal is to survive as long as possible. The more you survive the better your score is.

## Genre

Tower defense.

## Target Customer



## Competition

None

## Unique Selling Points

* Sandbox tower defense.
* Create your own path.
* 4 biomes available.

## Target Hardware

PC

## Game Mode

Single player.

## Design Goals

**Smart:** Create the best path to slow down the enemies and protect your base.

**Strategic:** Place well your towers along your path.

**Unrestricted:** Feel free to shape your defenses.

## Towers & Enemies

Towers: Health, Cost, Range, “Ability” (Damage, Speed Fire).

Enemies: Health, Range, “Ability” (Damage, Speed Fire).