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### Final Stand – Game Premise

- Objective / Game Type:
  - Final Stand is a medieval based tower defense game where the player defends their kingdom from endless waves of a siege from their rival king and his army.
  - It offers more functionality and interaction than a standard tower defense game by allowing a player-controlled hero to roam the map and assist the towers in defending the castle.
    - Towers can be bought and upgraded from collected coins.
    - Different towers offer different functionality.
      - Some may slow enemies while others provide damage.
    - The castle has limited health that decreases when enemies reach the gate.
    - An enemy king boss will arrive every few waves for an added challenge.
- Target Audience:
  - People of any age who enjoy strategy games will enjoy this game because it implements the same mechanics as most tower defense games with the additional interaction through the player-controlled character.
- Platforms:
  - This game is initially being developed for a Windows PC platform.
- Implementation:
  - This game will be implemented through LibGDX by Brandon Foss and Sheldon Lockie.