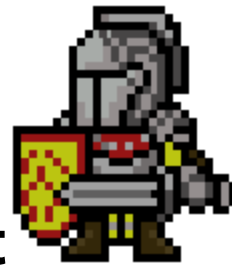Brandon Foss
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Game Design Document

Objective: Final Stand is a medieval based tower defense game where the player defends their kingdom from endless siege waves from their rival king and his army.

Game Rules:

- A player can compete in 1 level that increases in difficulty after each wave.
- Enemies will stagger their spawns from multiple spawn locations and advance through multiple paths to try and reach the player's castle at the end of the map.
- If an enemy makes contact with the castle it provides a set number of damage equivalent to which unit it is.
- The enemy units include:
    - Goblin - Quick and weak attack with low health
    - Wizard - Medium speed and medium attack with medium health
    - Knight - Slow speed and medium attack with high health
    - Enemy King - Very slow speed with high attack and very high health
- Towers can be placed along the predetermined paths and will help the hero defend his kingdom.
- The towers include:
    - Archer Tower - Fast single target damage
    - Catapult - Slow splash damage
    - Wizard Tower - Area effect to slow down incoming enemies
- Towers can be purchased with coins earned through killing enemies and completing waves.
- Towers can also be upgraded with coins to increase their damage and attack range.
- Towers can also be sold for ½ the amount of coins spent on them returned to the player to clear up space for a different tower or extra coins as needed.

- Towers can not overlap one another so the map has a set limit on how many towers can be placed.
- The player also has a controllable character that can roam the map and assist towers in defending the kingdom.
- This controllable character is referred to as the hero and can block enemies from advancing by engaging in combat.
- He can defeat enemies with his sword but can also be knocked out for a short amount of time if he takes enough damage.
- Killing enemies will increase score and provide coins.
- After each wave, a screen will pop up and provide statistics of that wave including enemies killed, score earned, and coins collected.
- Every 5 waves, the enemy king will enter the map escorted by a group of easier to defeat enemies.
  - He will have much higher health and damage than other enemies, but also move much slower.
  - If he is defeated, he will return stronger and with more enemies 5 waves later.
- If the castle reaches 0 health, the game will end and provide game statistics before exiting to a game menu.
- The game can be paused at any point and allow a player to exit to the main menu or restart the game.
- The gameplay can also be paused separately to allow time for strategic upgrades or placement of towers.

User Interface:
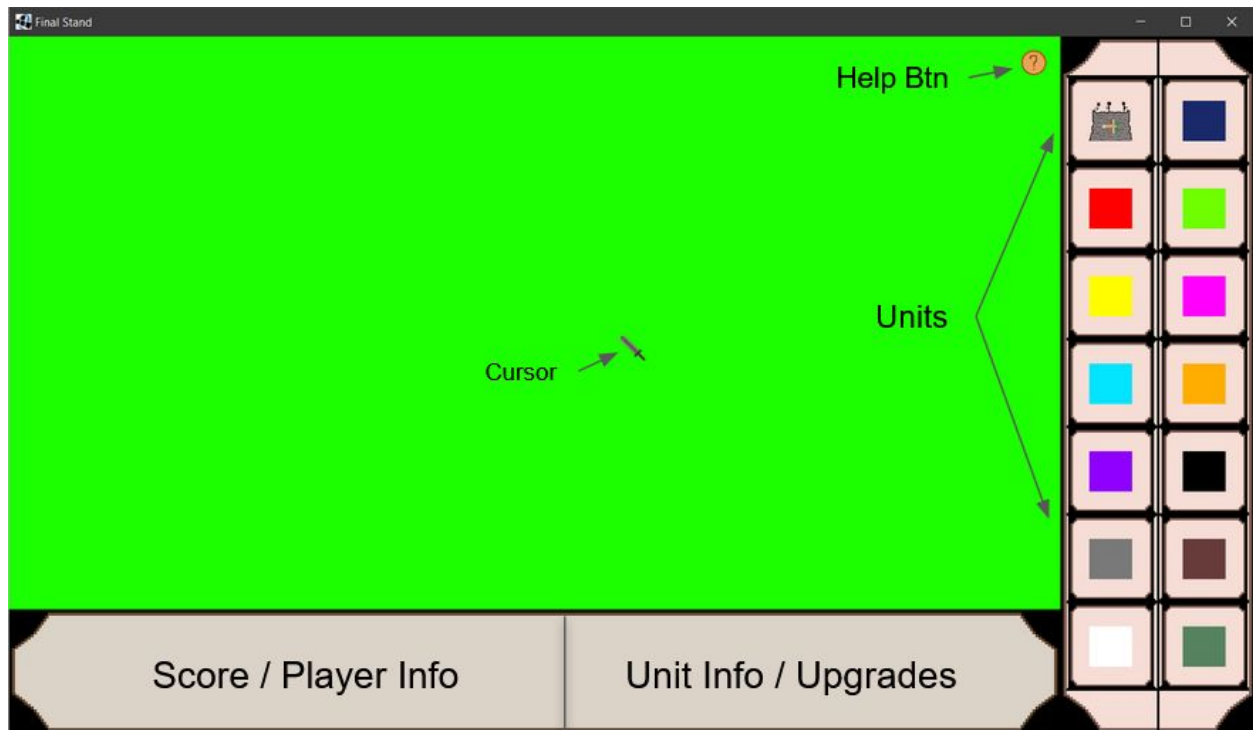
- **Cursor :**
    - This is a custom skin for the normal mouse cursor, this will act the same as any other normal mouse skin.

- **Score / Player Info :**
    - The score that the player has achieved,any currency that the player has been rewarded with.This also contains an area including any playable character's health / information.
- **Unit Info / Upgrades :**
    - When a tower is selected, this area will show the info of that selected tower, and also any possible upgrades that this tower can unlock with currency.
- **Help Btn :**
    - When this is selected, an overlay will pop up explaining the simple premise of the game, along with simple controls, a more defined version will be found in the menu help menu.

- **Units :**
  - This is where the player can buy more towers if they have the currency to afford the unit, they can click to pick up the unit from the area and click to place it wherever they wish to on the PlayScreen, when placed, their currency is deducted and the tower is activated, if any unit is picked up and the user decided they don't want to place it, they can just click back into this area to return the tower for no charge.
- **PlayScreen :**
  - This is the area where the player will be able to place units and move around with the player character, given that there isn't a map element that cannot be placed on or walked through.

Content:

- **Hero - Player Controlled Character:**

- **Main Menu:**
    - The main menu can lead to a help screen that provides the following:
        - Information on game controls such as how to place a tower on the screen.
        - Game background information so that they player understands the game premise and why they are defending their kingdom.