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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.