Unstable Turret Defense Game

# Glossary

Player: Player of the game champ

Turret: Thing that shoots at enemies

Enemy: Things that attack turret

Augment: Thing that change firing mode and bullet count, speed, effect, and behavior

Bullet: Things ejaculated by the turret

# Milestones

## 1 – Technically Acceptable

A solitary turret sits on a map and autonomously shoots at incoming enemies. The player augments the bullets in real time by toggling on/off different elements. Augments are displayed in a HUD panel. Basic sfx, maybe music. Disclaimer that the art was made by a programmer. Limited augment types. Unstable augment combinations.

## 2 – Actual Game

Enemies explode upon reaching the turret, doing damage. The turret will blow up after a certain amount of damage. Augments are limited at first, with more appearing over time. HUD displays a kill count so the player has a reference point for progress. Game includes main menu and game over screen. Sfx and music. Turret has selectable target priority modes. Particles. Multiple enemy types, including rare “boss” enemies. More augment types. Catastrophic augment combinations.

## 3 – Further In and Further Up

Attack waves, possibly basic enemy AI. Really cool augments. Cataclysmic augment combinations. Ordered augment pipelines. Turret augments

## Other things

Augment tiers, multiple turrets,

# Augments

Augments changes projectile behaviors and effects.

TODO: Unstable combinations?

## Firing Mode

Burst count and delay between bursts

* Three shot burst
* Five shot burst
* Kitten purr
* Random

## Count

Number of bullets fired in each shot

* Double
* Triple
* Quad
* Porcupine

## PAttern

Direction bullets are fired (mostly applicable to multi-count shots)

* Parallel
* V
* Circular
* Random

## Attributes

Physical attributes of bullets

* Big
* Fast
* Slow
* Penetrating

## Effects

Things that happen when bullet hits/expires

* Splash
* Mine
* Dance

## Behaviors

Advanced™️ Tactics™️

* Homing
* Shooting
* Teleporting
* Sinusoidal

## Elemental

Elemental effects, duh

* Fire (ignites enemies)
* Acid (melts armor)
* Lightning (Arcs to nearby bullets)
* Stone (knockback)

Hi :3