Dental Defense

# Elevator Pitch

POV: Someone’s mouth.

Point and Click Level-based game, with enemies attacking teeth.

Player can get buffs to help with exterminating the plaque.

All teeth will be objects with HP, at half HP they’ll turn brown (spritesheet work)

If you have a toothbrush you can bring them back to full health

If a tooth falls out, it gets animated wings and flies up out of the screen

# Gameplay Features

* Point and click
* Wave-based
* Buffs:

Toothbrush (will revive health of a tooth)

Mouthwash(clear the screen of enemies for 2/3 seconds)

Floss (draw a line of floss to clear enemies in that area)

Retainer (temporary immunity for upper or lower teeth?)

* Wave is lost if too many teeth fall out
* Teeth HP are tied to the colour of the tooth
* Balanced waves; levels get progressively harder; amount of teeth you can lose will go higher as number of enemies get higher
* Different screens – Menu for Play/Exit, In between waves pause/break screen, pause screen accessible during gameplay, Game Over screen, Results/Winning screen after a wave is beaten.
* Results Screen: Amount of teeth saved, teeth lost, grading/result