GAME TITLE
A Game For [state platform here]
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# I. GENERAL INFORMATION

## Brief Description

[GAME TITLE] is a tower defense game in which you build defenses from an attack from countless enemies. The game begins with the player building defenses against relatively simple waves as it progressively becomes more difficult with each wave.

## Overview

# II. DETAILED GAME DESCRIPTION

## Basic Concept -- What is the "high concept" of the game?

Background Story -- If applicable, tell the story of the game that leads into the beginning of the game, and tell the story that unfolds during gameplay, if any (in the case of a puzzle game like SHANGHAI, for instance, this is probably unnecessary -- but it would be necessary for something like ALIENS VS. PREDATOR).

What is the tone? What is the basic narrative? What is the "heart" of the story? Is it a linear story?

## Objective -- Describe the objective of the game.

The objective of the game is to last as long as possible with the resources available. You're given a small sum of credits to purchase defenses and you earn credits by defeating enemies with those defenses. Enemies travel along a set path and if they cross the end of the path, you lose a life.

## Gameplay -- Describe the way the game works, from beginning to end.

**What is the planned interface?**

The basic interactive structure will be a single level currently, however it could later be adapted with a level select if time allows.

**What is the "heart" of the gameplay?**

The 'heart' of the gameplay is a tower based defense.

**How difficult is the game?**

The game isn't difficult at the beginning, however quickly ramps up to test the player. Either increasing numbers of enemies, their statistics, or both, this can be a way to challenge the player.

**How long will it take the average player to complete?**

Game cannot be completed, but should take an average player around 5 to 15 minutes total to exhaust their supplies.

## III. OTHER ASPECTS OF THE PRODUCT DESIGN

Characters -- List and describe the characters in the game, if any. Tell something about their personalities and capabilities, and how they act in the game. Who does the player play?

**Single/multi player? Are there other key characters?**

The game will be single player and player will control the defense placement.

**Controls -- Describe the user interface.**

How does the user cause all game actions to occur? In the case of a cartridge game, describe all uses of the buttons on the controller. In the case of a computer game, describe which peripherals the game supports and how they are used to accomplish all game actions.

Describe the on-screen interface (if there is a score and a life gauge... if there is an inventory icon and dialogue choices...), and how it works.

**Describe all menus in detail, and chart out the "shell" structure.**

Onscreen text messages are also part of the interface -- if not detailing all onscreen messages in this document, describe in general terms what they will be like.

**Graphics -- Describe the general style of the graphics.**

In the case of a game with multiple graphics modes, tell which one will be used. Whenever there are other games or products to which the reader can refer for a feel of the graphics style, it's a good idea to mention it.

It is best to include some sketches of some game scenes to aid in the visualization of the game. Show a typical scene and give some indication of what we're looking at.

**Sketches should be included of what the characters (if any) will look like**.

**Sounds and Music -- Describe at least the general manner in which sound effects will be used in the game.**

Sounds will be created with Bfxr. Sounds will accompany clicking on buttons, placing defenses, and firing at the enemy.

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