Refined Game Design

**1: Purpose**: To concisely articulate your chosen game concept. This document is a blueprint for your game.

After some thought, discussion and coming to terms with my personal ability in video game design I decided to try and build a simple tower/base defense game. My spin on it is you will have a usable character / hero that you can move around the map and repair turrets, fight enemies, or place turrets, place obstacles like barbed wire

**2: Content**: Content for this game will be simple. The goal for the game is to last as long as you can. You will have access to turrets that you can place if time allows maybe more than one turret type, but my goal is to keep it simple unless I get ahead of schedule.

**3: Summary**: The main summary of the game is that you will have three roads where enemies can spawn from that all lead to your home base. The enemies can attack your turrets, your home base, and any obstacles you place

**4: Core Mechanics**: Describe the fundamental gameplay mechanics.

As Discussed before the player will have limited but I think impactful choices to make during the game. They will decide if they should use resources/ money to build new turrets, repair old turrets, place obstacles, repair home base or upgrade themselves. This will hopefully give the player enough interaction/choices to keep them engaged

**5: Objectives**: The main Goal for the player is to survive

**6: Unique Features**: I think the feature that will set this game apart from normal turret defense games is the hero aspect i may be wrong but all I have seen is placing heroes and they idle compared to being in control of that hero character