Game Design Document

Name : GAme

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**Core Concept:**

Tower defense survival shooter. Player will be stationed in a tower with and will have to shoot rebel enemies of different types.

**Main Feature:**

**Goal:** The Goal of the game is to survive levels each consisting of waves of types of enemies by efficiently using limited ammo.

**Player skills:** player will need to have good reaction skills, and will need to strategixe to use different weapons in different scenarios.

**Game Mechanics:**

* Player will be stationed in a turret atop a base and will have a few barricades as defense
* Player will try to shoot down enemies as they approach from the right in waves
* Different enemies will have different behavior, health, and spawn locations
* Player will need to survive and kill all enemies to advance to next level

**Abilities and powerups:**

* The player base n turret will have a set health at the start of the level, which will decrease when taken damage from enemies. Health can be regained after killing an enemy (the HP gained is the max HP of the fallen enemy)
* The Mouse will be used to aim and the left button mouse to shoot the turret, the turret can only turn 60 degrees, 30 degrees upward and 30 downwards. Turret will have limited ammo
* Missiles can be shot using X which will home into nearest tank or helicopter
* Cluster grenades (short ranged) can be thrown that can damage up to 5 enemies at once
* Supply crates (will fall from sky and needed to shoot to acquire)
  + Cracked: take no damage for a certain time
  + Airstrike: carpet bomb the map
  + Ammo: resupply certain amount of ammo
* Enemies
  + Infantry
  + Brute
  + Tank
  + Apache Helicopter
  + Kamikaze Rocketman
  + Boss

**Art:**

* <https://www.spriters-resource.com/neo_geo_ngcd/ms3/>
* UI elements (button, health bar etc) made by me