Real Tournament

A Tower Defense Game

Players start at level 1, with minimal tower/abilities/minions currently available. System waves occur in sequences where the next wave will not occur until all creeps of the current wave are killed on ALL players’ fields. During gameplay players may use abilities, build/upgrade turrets, and send minion waves. When a creep or minion dies on your field, you gain experience and money. As players level up, they acquire different abilities/towers/minions depending on the race. The last player with their Hero alive wins the round.

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# GUI/HUD

## Gameplay Layout

Players Name Players Money Players Health Active Spell SpellBar

Name ($)

Tower Spot

Hero

Creep Path

Player 4’s Field

Player 3’s Field

Player 2’s Field

Player 1’s Field

# Towers

|  |  |
| --- | --- |
| Regular | Traditional towers with an average damage. |
| Poison | Damages a single unit over time. |
| Fast/Speed | Fast-Firing towers with a low damage. |
| A.O.E / Splash | Various towers that inflict damage over an area to multiple units:   * Laser * Lightning * Fire * Etc. Etc. |
| De-buffer | Various towers that reduce attributes of creeps / minions:   * Slows * Confuses * Teleports * Stops * Reduces Defenses * Reduces Damage * Removes any buffs provided by other creeps/players |
| Buffer | Various towers that increase the attributes of nearby towers/minions   * Boosts nearby towers range * Boosts nearby towers rate of fire * Boosts nearby towers damage * Boosts nearby towers * Increases Minion damage * Increases Minion defense |
| Money | Generates income over time |
| Snipers | Very long range and damage -- slow rate of fire. |
| Heavy Hitters | Short to Medium range – slow rate of fire, high damage, and potential splash damage. |

# Creeps

System-generated enemies that attempt to penetrate player’s defenses to defeat them.

# Minions

Player-generated enemies that attempt to penetrate player’s defenses to defeat them.

* Normal
  + Weak
  + Cheap
  + Many mobs per wave
  + Many Types (Max 8)
* Super
  + Weak to Strong
  + Cheap to Expensive
  + May have abilities
  + Several mobs per wave
  + Few Types (Average of 3, Max of 6)
* Boss
  + Incredibly
  + Very expensive
  + Only use once
  + Several abilities
  + One to four mobs per wave
  + Few types (Normally one, MAY have up to 4)

# Spells/Abilities/Prayers/Functions

|  |  |
| --- | --- |
| Player Specific | Geared towards harming/de-buffing other players or buffing the user |
| Minion Specific | Geared towards buffing users outgoing minions |
| Creep/Minion Specific | Geared towards de-buffing/harming incoming creeps and/or minions |
| Gameplay Specific | Geared towards effecting the entire gameplay situation for all players |
| Passive | System activated/controlled. Can also fall under any of the aforementioned categories. |

# Races/Heroes

Each race will fall into a category of Easy, Difficult, Problematic, or Horrific.

Each race will have its own towers, lore, minions, abilities, and hero available.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | **Easy** | **Difficult** | **Problematic** | **Horrific** |
| **Maps** | Long single creep path with many tower places adjacent to the creeps path of travel. | Medium length single creep path with some adjacent tower places to path, some distance tower places. | Short length single creep path with few adjacent tower spots, many distance tower spots. | Multiple short length creep paths with few adjacent tower places per path, some distant tower spots. |
| **Money Multiplier** | 1.0x | 1.25x | 1.75x | 3.0x |
| **Abilities** | Easy to use; Weak | Some easy to use some hard; Med strength on both | One easy spell, rest hard to use; Both med strength | All hard to use; Very strong |

# Controls

|  |  |  |
| --- | --- | --- |
| **Buttons / Combos** | **Function Name** | **Description** |
| Right Bumper + Left Stick | Spell Menu | Allows you to select your current active spell |
| X + Right Tirgger (+ D-Ppad) | Triggers Spell | Triggers the active spell at current area or towards current player with power scaled by trigger. |
| A | Opens Menu | Opens the corresponding menu to what you are currently targeting. (Tower, Tower Placement, |
| Start | Opens Pause Menu | Opens the pause menu over your screen (Does not pause the game in multiplayer) |
| Left Bumper + Left Stick + A | Minion Menu | Opens the first minion menu (Normal, Super, Boss). |
| B | Cancel | Cancel’s a command or goes back to a previous menu |
| Left Stick | Move target | Moves the target of the user in the direction they require |

# Approval

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**Approval Date:** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_