|  |
| --- |
| TheMangoMaster  A cartoon of a mango  Description automatically generated with low confidence |
| Golem Smash |
| **“Smash those living rocks!”** |
| Version #01.5  All work Copyright © 2023 by TheMangoMaster.  All rights reserved. |
| **Abdul Rahman Saud**  **Pritpal Singh Grewal** |
|  |

|  |
| --- |
| July 16th 2023 |

Table of Contents

[Version History 3](#_Toc135588818)

[Game Overview 4](#_Toc135588819)

[Game Play Mechanics 4](#_Toc135588820)

[Camera 4](#_Toc135588821)

[Controls 4](#_Toc135588822)

[Saving and Loading 5](#_Toc135588823)

[Interface Sketch 5](#_Toc135588824)

[Menu and Screen Descriptions 5](#_Toc135588825)

[Game World - CREATIVITY! 5](#_Toc135588826)

[Levels 5](#_Toc135588827)

[Game Progression 6](#_Toc135588828)

[Non-player Characters 6](#_Toc135588829)

[Enemies 7](#_Toc135588830)

[Scoring 7](#_Toc135588831)

[Sound Index 8](#_Toc135588832)

[Story Index 8](#_Toc135588833)

[Art / Multimedia Index 8](#_Toc135588834)

# Version History

[This is where you keep track of the detailed changes made to your document throughout the course of development.]

Version 01 – Created game concept and inserted starting assets.

Version 01.1 – Created first level, waves of golem enemies, UI, menu screen and options screen

Version 01.1.1 – Added music, sound effects, scoring mechanisms. Also added scripts for enemy

Version 01.1.2 – Added scripts for different scenes, for player, towers , ui scripts.

Version 0.1.1.3 – Updated HP system, ui system, play tested the game.

Version 0.1.1.4 – Added scripts, controls for android version

Version 0.1.1.5 – updated ui system, ports and tested game for android version

[This is the body of your video game design document. You should add and delete sections as they pertain to your game’s design.]

# Game Overview

Game is an Isometric Tower Defense game.

The player must use enough defensive measures to ensure oncoming rock golem invaders don’t break through and destroy the kingdom.

Once the last enemy is defeated in a level, that level is over, and the game is over.

# Game Play Mechanics

The player will be able to use coins earned by slaying rock golems to purchase and place down fixed towers that target and track nearby enemies.

The player will earn resources over time as monsters are defeated. This allows the player to place more towers down.

There are 3-4 towers the player can place.

# Camera

The camera will be at a Top-Down 3D view.

# Controls

Finger touch hold to hold the turret when player will touch the turret.

Let go the Finger touch , it will let go the turret and place the turret in the desired location.

More TBA.

# Saving and Loading

The player can save by pausing the game and saving the state of the game.

The player can load the game from the Main Menu.

# Interface Sketch

*(What does the game interface look like? Provide a screen shot or sketch)*

**A screenshot of a video game

Description automatically generated**

# Menu and Screen Descriptions

*(Include additional screen shots and accompanying descriptions for any menus and additional screen)*

*A screenshot of a video game

Description automatically generated*

**A screenshot of a video game

Description automatically generated with medium confidence**

# Game World - CREATIVITY!

Theme and Setting:

The game is set in a mystical world where ancient rocks and enchanted landscapes coexist. The players are tasked with defending their kingdom (red cube) from hordes of golems that have suddenly awakened from their slumber (green cube). The setting is reminiscent of an ancient civilization, with towering stone structures and magical rocks scattered throughout the landscape.

Visual Style:

The visual style of the game is a blend of fantasy and cartoonish. The golems have a rugged, weathered appearance, constructed from various types of stone and minerals. They emanate a faint, pulsating glow, giving them an otherworldly presence. The game world itself is rich in vibrant colors, showcasing landscape with ancient rocks.

Level Design:

Each level presents a unique landscape within the game world. Some levels are set in dense forests with towering trees, while others take place in arid desert canyons or frosty tundras. The terrain features cliffs, rivers, and winding pathways that influence the strategic placement of towers. The levels progress through different regions of the kingdom, offering visually distinct backdrops and challenges.

Tower and Enemy Designs:

The towers are intricately designed structures that harness the power of elemental magic to combat the golems. There are different types of towers, with powerful magical ammo

The golems themselves come in various forms, each with its own unique strengths and weaknesses. Some may be heavily armored, requiring strong physical attacks to defeat, while others possess magical abilities that make them resistant to certain types of towers

Audio Design:

The game's audio design immerses players in the magical world. The background music features a sweeping orchestral score that enhances the sense of epic adventure. Tower attacks emit distinct sounds based on their elemental nature, such as the crackling of fire or the echoing rumble of earth.

# Levels

There is just a single level with infinitely spawning enemies. The player must outlast the outpour of rock golems. Once a single golem touches the player’s side, it is Game Over.

# Game Progression

The player will be given x# seconds to set up initial towers before the enemies begins to spawn, and then the level begins. Waves of monsters start moving along a predetermined path towards their target (the player’s power source).

As the player’s towers defeat monsters, the player will gain score and coins to spend on more defenses.

The enemies spawn in waves and each wave gets incrementally larger, the next wave is current wave + 1 golems.

# Non-player Characters

The game will employ Non-Player characters in the form of Defence Towers that can be placed anywhere that isn’t an Enemy path, and that isn’t already taken by another Defence Tower.

**Assets Used:**

<https://assetstore.unity.com/packages/3d/environments/fantasy/fantasy-tower-defence-turrets-188300>

A screenshot of a video game

Description automatically generated

# Enemies

The enemies are rock golems that come in a variety of designs and colours, each having a different set of capabilities to help define them from one another. The scope of their abilities have yet to be determined.

**Assets Used:**

<https://assetstore.unity.com/packages/3d/characters/humanoids/fantasy/mini-legion-rock-golem-pbr-hp-polyart-94707>

A picture containing screenshot, vegetable

Description automatically generated

# Scoring

The player will earn score based on defeating an enemy with a tower.

When the player reaches Game Over, the final score will be displayed.

# Sound Index

*(Include an index of all your sound clips)*

# Story Index

Players have to stop golems from destroying towers, and reaching the red cube area. Golems were formed by a powerful mage who was exiled because the mage accidently killed the prince of kingdom with the help of his brother. Mage’s brother was killed and mage was banished. Now mage is taking revenge on the kingdom by deploying his army of golems.

# Art / Multimedia Index

<https://assetstore.unity.com/packages/3d/environments/fantasy/fantasy-tower-defence-turrets-188300>

<https://assetstore.unity.com/packages/3d/characters/humanoids/fantasy/mini-legion-rock-golem-pbr-hp-polyart-94707>