Analysis of Mechanics

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14.12.2024

Title: *[Kingdom Rush]*

Released: *[2011]*

Author: *[Ironhide Game Studio]*

Primary Genre: *[Tower Defense]*

Secondary Genre: *[Strategy, upgrade, real-time, lvl-based]*

Style: *[Cartoon]*

Analysis

Main genre

The main genre is "tower defense", you have a battlefield with spots where you can build towers that damage nearby enemies. The ultimate goal is not to let enemies complete the path on which they are traveling by killing them.

The whole game is divided into stages and then into levels with different battlefields, paths, and enemies (also by tower upgrades). Each stage has (usually) different theme (kingdom, winter, hell, desert, etc.), set of enemies, and boss fight at the end of each stage which (mostly) consists of one powerful enemy that instantly wins when he reaches the end of his path.

Secondary genre

There are also some real-time elements, such as summoning reinforcements, sending fireballs, casting utility spells, and controlling hero which is essentially more powerful reinforcement. Then using your towers, soldiers and spells, you are stopping enemies from reaching their goal.

Art

The whole art style is 2D cartoony, using framed animations and cartoon shadowing (sprites have darker and lighter parts), which allows all units and towers to feel alive and also allows developers to make funny easter-eggs and references all over the place (there are lot of them).