**Legal Substances (Farming/Tower Defense Empire)**

*Further information including elaboration on individual contributions can be located at our Trello board* <https://trello.com/b/PUA8zh12/legal-substances-farming-tower-defense-empire>

In the lower list you may notice some elements are formatted with italics. These are features in consideration as opposed to features that are certain to be a part of the overall end product.

**Summary:** This is a game where a player manages a pharmaceutical empire of various farms and factories, as other unknown factions look on with jealously and plot to take away your cultivated success. Grow your empire or get buried beneath the ruins.

**Genre** Strategy/Tower defense

**Art Style** Enemies are fairly abstract in design, some of them are malnourished, have elongated noses, (for inhaling various resources) are large, etc. All of these things need to look good, with silhouettes that stand out from a distance due to the players overhead perspective. Characters will most likely be lower poly and humanoid, not particularly advanced in terms of their technology, but designed to be numerous and abstract. The character designs are intended to represent amalgamations that people might see if they were afflicted with a hallucinogen.

Buildings while various, work together in a modular grid and show off your empires more advanced technology to reflect the growth of your empire. Farms are fenced in and buildings feature strong walls designed to resist oncoming threats. Thematically the buildings are considered to be modern with some room left for fictional pharmaceutical interpretation.

The playing area will be surrounded by an area obscured from view from which enemies will spawn at night. This area may gradually vanish as the player expands their empire outwards.

The general level area will be sparse and empty, a terrain to be filled up by the players buildings.

**Objectives:** Building various farms for resources and defense. With the ultimate aim of creating the ultimate pharmaceutical empire. There are timed gameplay phases of cultivation and defense. (A player builds up resources, then defends then at night, with resources funding their defense efforts.)

**Mechanics:**

Build/defense phases may be determined by a timer based day and night cycle. (daytime = build, nighttime = defend)

Building is grid based, and buildings cannot overlap the space of other buildings.

Players build various farms to generate resources. Some farms generate more resources than others, but come with downsides, such as a dependency on other farms/resources, or baiting more enemies at night.

Players build various defenses to defend their empires various aspects. Choosing how much money to invest into what defenses, and where to place them. This comes in the balance of also choosing the right farms and defensesto keep up with growing enemy numbers.

In the defense phase, the player has to survive x minutes as the defenses and farms they have set up are raided.

The game is over if the central base falls.

The game takes place from an overhead camera, where the player can select buildings and place them around the base.

The camera may be rotated, but is fixated from above, meaning the game always takes place from an overhead perspective.

Wongle Workers are a unit that has to manually carry the resources generated by farms to a processing plant so the player can utilize them. These units can be attacked which will result in the resources they are holding being lost. If there are no Wongle Workers, the player is not able to utilize generated resources or maintain their farms.

Wongle Workers are also a highly versatile "mascot" unit for Legal Substances, designed as the players go to means to fulfill many tasks around their base, from the previously mentioned maintenance to defensive duties like patrolling and engaging with threats.

**Buildings**

*All buildings are innately fortified, can be damaged, destroyed, and also repaired by the player via Wongle Workers.*

Player has a central base they defend at all costs. Farms are built around it. If this base falls, the game is over.

Farms are built as a means of generating the resources that fund defense and base development up to the resource cap.

Storage units increase the amount of resources you can hold. When destroyed, the players resources are drained by the cap of this unit.

Water Towers supply more potent farms with an essential resource, costing an expense of resources for their initial construction. This allows farms to operate but if the tower is destroyed, the functionality of those farms dies with it.

Turrets are the mainline defense. In defense phases, these will shoot down incoming enemies and drive their numbers down as they try to assault your buildings. Without them, buildings are entirely reliant on the strength of their structures.

Processing plants are an area where convoys drop off resources from farms.

**Level Design:** Level has to feature a flat playing space. The playing area will potentially be surrounded by an area obscured in darkness from which enemies will spawn at night. This area of darkness may disappear as the player expands their empire outwards.

**UI:** The interface has to show a players resources, how many "phases" the game has progressed through, and which gameplay phase they are in. It must then also feature a building selection and clearly facilitate the players building placement. Buildings enemy hordes and Wongle Workers will need to display a health bar.

Players will need to see a timer to indicate how long the current phase has until it has ended, and they will also need visual indication when specific buildings are attacked, and an indication of how many enemies are left.

**Extensive Details:**

* The game is primarily a resource management oriented real time strategy game that takes place from an isometric point of view. Resources are the most integral and dynamic element of the game, along with their management through the games unique “Wongle Workers” who carry out almost every task at the behest of the player. Resource management and allocation serves as the core element of surviving the hostile night time waves of enemies that descend onto your empire from the unknown.
* The visual style has gone through multiple iterations, and it is likely that this prototype doesn’t represent the final artistic vision for the game. But the aim is to have a game that revolves around fictional substances and abstract hallucinogenic creatures with strong silhouettes that allow the game to look appealing and unique when viewed from the games natural isometric perspective.
* This is a game about winning your way. A strategically minded player will ideally be able to play our game, note its mechanics, and build economies based around plunder, slow but steady profits, militarization, uniquely volatile high risk/high reward farms, and more in whatever manner suits the player. So long as they understand their resources, the benefits and risks associated with them, and they use those factors intelligently.
* The appeal comes from doing something unique and special. A game that draws inspiration from the real world and the imaginary whilst staying consistent to the theme of a lucid hallucinogenic world as if the player were viewing it under the influence of a fictional substance. It covers the subject of chemical influences and their management in a way that is tasteful, funny, and even cute at times. These things are novel, and our feedback sessions have shown that this art focus and attention to detail is appreciated.
* The game is conscious of its own vanity and it understands the value of putting extra detail into its assets. Such as showing animations which reflect character, and variations within a single species down to their skin details, their quirks, and their roles.