**Unnamed Game (Farming/Survival/Tower Defense Empire)**

*This vision document is an updated version of the document submitted on the behalf of Throwaway Games for Prototype 3, as the vertical slice is an extension of that prototype. This document will feature a series of amendments to the original text, reflecting our directional changes.*

*Included for further reference and as an indication of our contributions is our original Trello board, and our new Hack n’ Plan board where we plan out our workflow.* <https://trello.com/b/PUA8zh12/legal-substances-farming-tower-defense-empire>

*https://app.hacknplan.com/p/72984/kanban?categoryId=0&boardId=0*

**Summary:** This is a game where a player manages a resource gathering empire of various farms and structures built around a lush environment. As the player accumulates wealth with the assistance of an eager but unclear ally (the Wongles) a rabid infection of alien flesh closes in on the world around you, and eventually yourself. Players will grow their empire or be buried beneath the tidal wave of flesh.

**Genre** Strategy/Tower defense

**Art Style** Enemies are represented as horrific amalgamations of a foreign alien infection combined with the worlds various creatures and plant life. Wongles are designed to look like approachable and friendly humanoids, (which they are) but everything in the game will feature a horrific infected counterpart that will take on a fleshy, more macabre form.

Buildings and the infectious growths apply to a modular grid and as both your empire and the infection grow, demonstrate the size wealth and strength of both of those factions.

The general level may be sparse for gameplay purposes (such as placing buildings) but the environment should reflect a lush foliage filled nature, all to be overtaken by the gradual infectious plague which will also alter various aspects of the world as more of it becomes assimilated.

**Objectives:** Building various farms for resources and defense. With the ultimate aim of survival. Players will have to strategically generate and utilize resources and workers to fend off the infection, expand their territory, defend said territory, and invest in various upgrades that may make or break the players colony.

**Mechanics:**

Build/defense phases will 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 that are invested into a research tree that features time gates, and multiple choices, forcing players to consider and plan out their investments as they also manage the defenses and farms that they currently possess.

Players build various defenses to defend their colony as it expands to accumulate new resources and land. They must constantly balance their defensive budget, and consider carefully where to place defenses.

In the defensive night phase, the player has to survive x minutes as the defenses and farms they have set up are raided, and the infection moves ever closer.

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 the game, 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. They can be controlled manually or be left to carry out automated tasks.

**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.

Players can also build camps at resource nodes they find around the world so that Wongle Workers don’t have to constantly make long delivery trips to central command.

Buildings (like Wongle Workers) can be infected and turned against the player if the infection is left unchecked, turning them into enemy units that will have to be neutralized unless the player wants to deal with a faster infection spread, and other building specific consequences.

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. Wongle Workers can also be commanded as a mobile task-force to deal with roaming threats that turrets might not reach.

**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, which gameplay phase the game is in, and 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. Using a dedicated section of the AI, the player will be able to select units and buildings when necessary to build new units and access a variety of specific functions and information.

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.

**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 against the ever expanding infection that the player will constantly work to suppress.
* In the prototyping stages of the game, this game took a thematic approach that was focused around the influence and management of fictional narcotic substances, but has since been changed in line with critical and concerned feedback received from lecturers. The game still retains some of its charm however, focusing on an abstract fantasy setting minus the narcotic element.
* This is a game that is designed to reward players who can multi-task and wisely make use of the choices in front of them to match the current threat, as well as planning ahead to mitigate the unknown and potentially devastating effects of a growing infection.
* Regardless of the iterations this game has gone through, the desire to make a game that appeals through its bizarre fantasy aesthetic has never changed. Mixing beautiful environments, cute native creatures, and the horrific eldritch infectious flesh tide in a manner that both works well and appeals is an undertaking, but not one we plan to shy away from.
* 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.