**Unnamed Tower Defense/FPS Game Vision Document**

*Further information including elaboration on individual contributions can be located at our Trello board* [*https://trello.com/b/0B3ew691/prototype-2*](https://trello.com/b/0B3ew691/prototype-2)

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.

This game is a tower defense/fps hybrid where the player elects defenses to defend their fortress from an oncoming horde of enemies.

**Genre:** Fantasy/Medieval

**Mechanics:** The player places turrets and barricades to impede enemy navigation as they advance on an objective to destroy. In FPS mode the player will be responsible for designating on a limited budget what defenses to place and where.

The area of defense while in an open field will have natural obstacles such as the ruins of former castles and trenches which the player can build around strategically, to manipulate the enemy path as the ai tries to breach and evade defenses.

Levels will be wave based, with players competing to eliminate every threat to advance, else their base will be overrun, ending the game.

The player will earn currency from each enemy that is eliminated. This currency will expire quickly at the enemies’ feet after a short period of time, forcing a risk vs reward element where players will have to determine whether it is worth diving into enemy territory to obtain additional currency to place/upgrade defenses.

**Buildings:**  
Fast Firing variant (aoe)  
Target Piercing  
Slow Turret (tar?)  
Wall Barricade (Not a turret, but a deploy-able player unit regardless)

*-Turrets may feature upgrades*

**Level Design:** The level needs to feature an area both adept for the placement of turrets whilst also not being overwhelmingly open. As a result there will be natural obstacles that can change with each level along with plains that will require player input in order to appropriately wade off the oncoming threat.

**UI:** The UI will need to explain concisely how many enemies are remaining, how many waves the player needs to complete, how much health the player has, the health of placed units, the amount of currency a player has, and the health of the defense objective.

Players will also need to clearly see what their currency can be used for, and how to upgrade/repair units on the fly whilst also seeing appropriate warning when key objectives are being overwhelmed, so that the player can prioritize threats on the fly.

**Enemies:**  
Something fast but weak, designed to overwhelm the player in great numbers if left unchecked.  
Something tanky and slow moving to distract the player and absorb damage for the enemy team.

*Utility unit to somehow buff the enemy and become a focus as a priority target.*

*Something to prioritize and try to eliminate the player as opposed to defenses.*

*Something capable of delivering self-sacrificing but high damage to a fortification if left unchecked.*

**Player Abilities:**

Will be capable of firing a projectile at enemies. Weaker than a tower, but able to help mitigate specific threats and ease the burden on the base defenses.

*May be capable of temporarily buffing a single buildings fire rates on a cooldown to help in dire situations.*

*May forgo shooting projectiles at enemies in favor of hitting them up close with a stick.*

*May be capable of commanding what a specific tower fires at to focus priority targets.*

**Extensive Details:**

* The game is primarily a tower defense game, which the player navigates from a first person perspective. It is understood that the towers are the primary means of defense, while the player chooses where to place towers, creates distractions, buffs units in dire circumstances, and helps mitigate priority targets amongst the enemy threat.
* The visual style takes inspiration from an even mix of medieval and fantasy games and presents them with a cel shaded finish to polish the game with a more light hearted, slightly toon edge. The game features turrets which are both entirely magical, entirely mechanical, and a mix of real world fabrications and pseudo realistic towers which take inspiration from a medieval time period without ever having existed. (Flamethrowers didn’t exist in many forms during the medieval era, so to implement one in the game, a plausible mechanism had to be created to fill that role, even though no such thing existed historically.)

The levels take place in fictional ruins to represent the onslaught of an enemy horde of goblins and ogres traversing over the countryside, and to solidify the fact that the player is making a last stand, in line with the games endless style of gameplay.

* In line with the traditional formula of Tower Defense games, this game features a series of rounds of growing horde intensity, in which the player has to use their limited resources (which grow as they kill enemies) to strategically place a selection of towers to hold back the oncoming threat. However these rounds only come to an end once the player has been overrun, encouraging the player to defend what remains of their home before they are inevitably overwhelmed.
* Appeal is generated with the charm of a traditional fantasy setting, and mechanically to players looking for a tower defense game with a more interactive twist. Actively being on the field to aid their towers, manipulate and distract the enemy adds another layer of depth and risk to a beloved and highly successful game formula.
* When killed, enemies drop a handful of resources which the player can use to upgrade, repair, or elect new towers within a tower cap which expands with the oncoming enemy forces.