**Cyber Pirates**

**OSMD:** Players are dropped into a cyber punk world where they play as the leader of Cyber Pirates, a well-known group of hackers who run the streets of Skyloft, using the casino Dread Grid as their front of operations.

**Hook:** Players must use every skill at their disposal to defend against any incoming threats who are trying to bring the hacking organization Cyber Pirates, to an end. As the Leader of Cyber Pirates, it is your job to defend Dread Grid from any incoming threats, use your hacking to skills to strengthen your defenses along the streets of Skyloft, but do not forget that you need to manage your money to support the organization as a whole.

**High Concept:**

* Single player
* Tower Defense
* Real Time
* Cyberpunk

**Target Market:** Casual gamers

**Rating:** T

**Hardware:** PC

**Game Play Experience:** Manage income, strategically place towers to defend Dread Grid from any threats, Upgrade towers,

**Mechanics:**

* **Mobs**
  + Armored Truck
    - High armor
    - Slow speed
  + Smugglers Drone
    - Medium armor
    - Medium speed
  + Hover Chopper
    - Light armor
    - Fast speed
  + Scrambler Bomb
    - Light armor
    - Medium speed
    - Explodes on death
      * Slowing nearby tower attack speed within radius of explosion for short duration
  + Cloaked Banshee
    - Medium armor
    - Medium speed
    - Cloaked
    - Detection needed to make Banshee visible and able to be attacked
* **Towers**
  + Gun Nest
    - Fast rate of fire
    - Medium range

Hacker Drone and Nano Bomber slows can stack, if the Aoe of both intersect.

Max slow when stacked, 15%

* + Hacker Drone
    - Passive ability
    - Detects enemy when within radius
    - Allows you to damage a cloaked vehicle
    - Slows all enemies with radius by 5%
      * Slow remains constant at 5% even when upgraded to level 2 and 3
  + Nano Bomber
    - Medium range
    - Slows enemies by 10%
      * Slow remains constant at 10% even when upgraded to level 2 and 3
    - Slows for 2 seconds at explosion location
    - 4 second cooldown
    - Impact damage hits all enemies within radius
  + Rail Gun
    - Long range
    - High damage
    - 6 second cooldown
* Special
  + EMP (Electromagnetic pulse)
  + Stuns all enemies on the map for 7 seconds
  + 60 second cooldown

See excel sheet Mechanics\_Cyber\_Pirates for numeric values.