Project Research

For the group project we have been set with researching genres and deciding what important mechanic of that genre will be removed and replaced with an alternative mechanic to give the game that will be developed unique gameplay.

I decided to investigate tower defence as the genre has a lot of mechanics which could be replaced. Tower defence is a genre which is normally top down involving placing Ai controlled towers to defeat ai enemies, often to stop them before they reach a goal. Over the course of a game more towers can be added or maybe upgraded. With different types of towers that do different jobs often excelling on stopping one enemy type but weaker against another. The genre Is a strategy and can be often very hands off as its AI playing the game after the player has placed their towers till the round is over.

For example, 2 of the most popular tower defence games on mobile is bloons tower defence and plants vs zombies, despite both being the same genre they vary greatly on their gameplay due to mechanic alterations and changes. Bloons has enemy going down set tracks around a map while plants vs zombies have enemies going through rows from 1 side to the other. Another change is that bloons has access to all towers and allows them to be upgraded while plants vs zombies has no upgrades and only allows a small selection of towers which need to be decided upon at the beginning of the game.

Considering this and with help from Jayden I decided to go with changing the mechanic of being on the defensive and instead changing the mechanic so that you are the one controlling the flow of enemys going against the towers. With this the goals have flipped as you want the enemies to now reach the goal / destroy the towers. Much like the how towers worked in games such as bloons, the enemies could have a currency system so that the player has to save up to send new enemies and plan when to send special ones or large groups. This prevents the game from being hands off as the player constantly has to plan and engage with the game by spawning new enemies for the towers throughout the round.