Outline project brief

What genre of game are you choosing?

The genre of game that I am choosing for the group project is tower defense.

What mechanic are you changing?

Since tower defense games are usually boring because for most of a round you just sit around doing nothing I plan on changing the tower building mechanic.

What mechanic are you changing it to?

To make the game more engaging I want to change the mechanic of tower building into a mechanic that sets of traps or fires projectiles where the player wants and when the player wants. This way the game will become more engaging and the player would have more control over what is happening.

What emotions are you looking for the player to have?

The emotions that I am looking for the player to experience are frustration by creating waves of enemies that become harder and harder. Fierro and also relief when the player finally gets to the end of a round defeating all the enemies. And curiosity when the player tries every trap for the first time.

What are the key design problems you will face?

I think that the key design problems we will face designing this game would be trying to come up with different abilities for the enemies and traps and to make them feel different enough and also balanced.

What are the key programming issues you will have with this game?

I think that the biggest issue on the programming side would be the spawning of the enemies and their behavior.

Player feedback

I wish that a player would say, after playing our game, that it has a diverse stile of playing and engaging gameplay.