Gravity Defense

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Contents

High Concept

Gravity Defense is a tower defense game in the space. The purpose is to protect the sun attacked by asteroids. The player has to create and upgrade planets to attract, repulse or destroy asteroids.

Gameplay

The player has vision on his whole solar system. At the beginning, there is only a fragile sun in the center. Waves of asteroids are coming, the player has to protect the sun by destroying them or modifying their trajectory. To do so, the player has the power to spawn planets around the sun. He can use their gravity force to attract or repel the asteroids and make them avoid the sun or let them collide with the planets. Moreover, the player can upgrade its planets with weapons or shields, allowing them to destroy the asteroids in a limited range or make them more resistant to asteroids.

To win, the sun must survive a sequence of rounds. A round is composed of two phases: the tactic phase, it's a peaceful moment where you can place, move or remove planets and buy upgrades for them. During this phase, no asteroid is coming but the player is able to see from which directions asteroids will come. Then the defense phase, when the asteroids actually come to destroy the sun. During this phase, the player cannot add, move or remove planets. However, he's able to upgrade them at any time. The game becomes harder as the player progress through rounds. There is more and more asteroids each round, becoming bigger, thus being harder to destroy and being less influenced by gravity.

Placing or upgrading planets costs money. At the beginning of each wave the player is given a certain amount of money, allowing him to afford a few planets or upgrades. Every time an asteroid is destroyed, the player also receives a small amount of money.

The player is able to place planets anywhere on concentric rings around the sun, the planet orbit. There is a limited number of rings depending on the level but the player is free to place as many planets as he wants on those rings. Between each wave, while the player buy planets, he's also able to rotate the rings, making the tied planets rotate around the sun.

Controls

The game is entirely playable with a mouse:

During the two phases:

 - left click on a planet to show the available upgrades of the planet and its life

 - left click on the upgrade buttons to upgrade the planet

 - left click on the sun to show its life

Only during the tactic phase:

 - possibility to drag and drop a planet on its orbit

 - left click on an orbit to create a planet

Environment

The entire game will be played within the space. The player has to interact with planets to protect the sun attacked by asteroids.

Target Audience

The game will appeal to player who loved tower defense game and reaching a new gameplay.

Marketing

This game is freely available on our site gravitydefense.com (not accessible from China)

Hardware/system requirements

Windows: XP SP2 or later; Mac OS X: Intel CPU & "Snow Leopard" 10.6 or later.

Graphics card with DirectX 9 level (shader model 2.0) capabilities. Any card made since 2004 should work.