

GAME DEVELOPMENT (CGE2C16) - ASSET & DESIGN DOCUMENT



Name: AEOLE JASMINE FEDERICO MONTERO

Admin Number: 1601160C

Class: P05

I. BRIEF DESCRIPTION OF GAME

NAME AND THEME OF GAME

The name of the game is **Humble Peasant**. It is a 3D tower defense game where you have to protect your possessions from enemies who want to take it for themselves. It is set in a medieval Western Europe inspired fantasy land. There are various races of humanoid and monster-like creatures living together in this universe. The architecture in the game is reminiscent of medieval times, as well.

The story of the game is that you are a humble peasant living in a small village. You live in a small house at first, but adventurers keep trying to break into your house and loot your possessions. You must set up traps and fortifications to prevent them from doing so. However, the more adventurers you defeat, the more treasure you earn from them, which in turn attracts stronger and stronger adventurers to your home. You have to keep on fortifying your home and keep your possessions safe. As your home improves and wealth increases, you slowly go from a mere humble peasant into a wealthy dungeon boss.

This story is told through the levels of the tower defense game. At the first level, you only have weak adventurers and simple traps to keep them out. You start off with a humble cottage, but as you progress, your house becomes more fortified and populated with creatures until you reach the most difficult level, in which you have a dungeon which you equip with more advanced defences and have hordes of enemies after your treasure.

II. HOW MY THEME INFLUENCED THE DESIGN OF THE GAME

1. The theme I have chosen for my game is **Consequences**. The player character will decide to immediately build defences and traps after having their house ransacked once. This decision at the start of the game sets off a *chain reaction* that forces the player to continue building stronger defences and traps as putting up such defences in the first place attracted more people to ransack the house as they take it to mean that the house has treasure to loot. This shows the **consequences of making impulsive decisions** that you may think are good solutions at first, but turn out to create bigger problems.
2. **Consequences** also influence the player's progress in the story. For example, at the end of each level, the player gets to choose which "loot" from adventurers they can keep to use for fortification. If they take blueprints for deadly towers, they would have more effective towers they can buy in the next level and make the next level easier.

However, choosing to be more deadly/violent by selecting deadly loot or money (to buy more deadly towers) will give the player a "bad" reputation which will affect the ending of the game, as it makes you more villainous and if you use enough deadly loot to help you progress, your ending will be the "bad guy" ending. This makes the players realize the **bad consequences** of being unnecessarily violent (the stronger weapons are not necessary to win each level) to protect your possessions makes you a villain.

If you choose to take loot such as health packs and food instead, story-wise you give these away to your neighbours to help feed them. This is the non-violent route of progressing and if you manage to raise your good reputation among the land you can get the "king" ending where you become the land's ruler and no longer have any need to protect your own house, as the entire land is willing to protect you. This makes the players realize that being non-violent and helping those around you can have **good consequences**.

III. EXPLANATION OF GAME MECHANICS

PLATFORMS AND CONTROLS

The game is to be released on PC and Mac computers. The player makes moves by using the mouse and clicking on the items and dragging them to where they want to place items.

GAMEPLAY ELEMENTS

1. **The Base:** This is the element that the player must defend from enemies. There will be a path from the enemy spawning point to the base. Enemies will walk along this path towards the base. If enemies manage to reach the base, it inflicts damage. If the base is destroyed, the game is over. In the game, it is represented as a pile of treasures and money.
2. **Tower Placement:** The player must place “towers” such as weapons/traps/obstacles along the enemies path to slow down and destroy them before they reach the Base. These towers must be bought when the player earns money from the enemies they defeat. The towers can be creatures such as monsters, animals etc. that send projectiles, or directly hit the enemies as they pass through the towers.

The player must strategize where, when and which towers to place in the game. There will be different types of towers, which all have various values of effectiveness against enemies. Towers that cause more damage will cost more. Stronger, upgraded towers will be needed more as the game progresses and gets more difficult, with stronger enemies.

3. **Enemies:** Similar to the towers, there will be different types of enemies. Some enemies will be harder to kill than others, or behave differently from others (ie. move faster, have more health, resistance to certain towers or cause damage to towers, etc). Enemies will come in several waves in a level. They must be destroyed before they reach the Base. Enemies will usually be adventurers, humanoid characters that are coming for the player character’s wealth.

4. **Paths and Nodes:** Each level has a set path that enemies go through (this cannot be modified by the player) and these paths can split, making it more difficult to stop enemies and require more strategic placing of towers for the player. Towers cannot be built on the path, but must be placed on *nodes* that surround the path instead.

Nodes are areas where towers can be placed. At first, the starting levels will have plenty of nodes where players can place towers anywhere they want. But as the levels get harder, there will be less concentration of nodes and the player will have to figure out the best way to arrange their towers along the path.

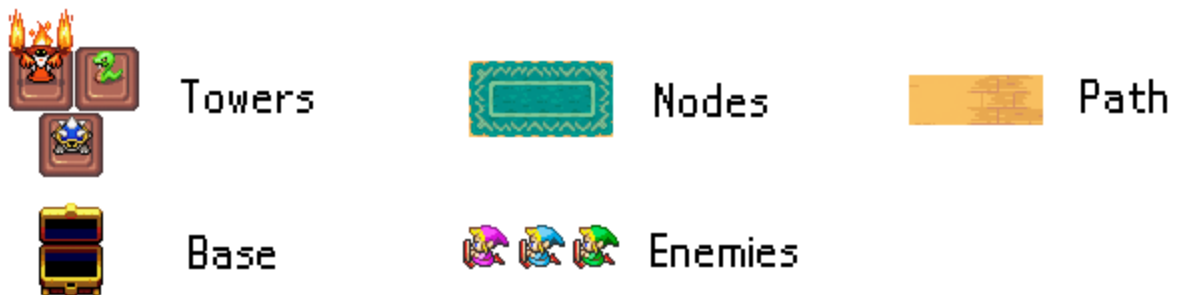
5. **Currency and Shop:** In each level, the player must earn currency to purchase towers and upgrade/repair them. This is ingame currency which is earned through time and experience points when you defeat an enemy. The shop is where the player can select towers to purchase and place on the map level.
6. **Level Progression:** The layout and scenery of the game changes each level as the game becomes more difficult. It also changes because of story progression. For example, the starting level is a small house, but the last level is bigger and more luxurious because along the story the player becomes richer.

IV. ORIGINAL GAME FEATURES

1. **Graphics:** The game will be in 3D graphics and have unique environments in every level. Since each level is completely new to the player, they will be motivated to continue playing and win every level to see what kind of environment the game will be set in next.
2. **Ability to relocate towers:** In other tower defense games, the placing of towers is usually permanent, meaning that they cannot be replaced or relocated. This can be frustrating if towers are placed by mistake by the player, so the game allows backtracking and gives the player one change to either replace or move a selected tower once after it is placed on the map. Players will feel like they have even more control over their game play with this feature and make them be more satisfied when playing.
3. **Achievement System:** The player can unlock certain achievements for doing certain things/challenges in the game. For example, if the player has defeated a total of 50 red enemies, they get a trophy to commemorate it. There will be several trophies the player can collect. The player will be more motivated to play the game and maybe even repeat levels to be able to collect trophies.

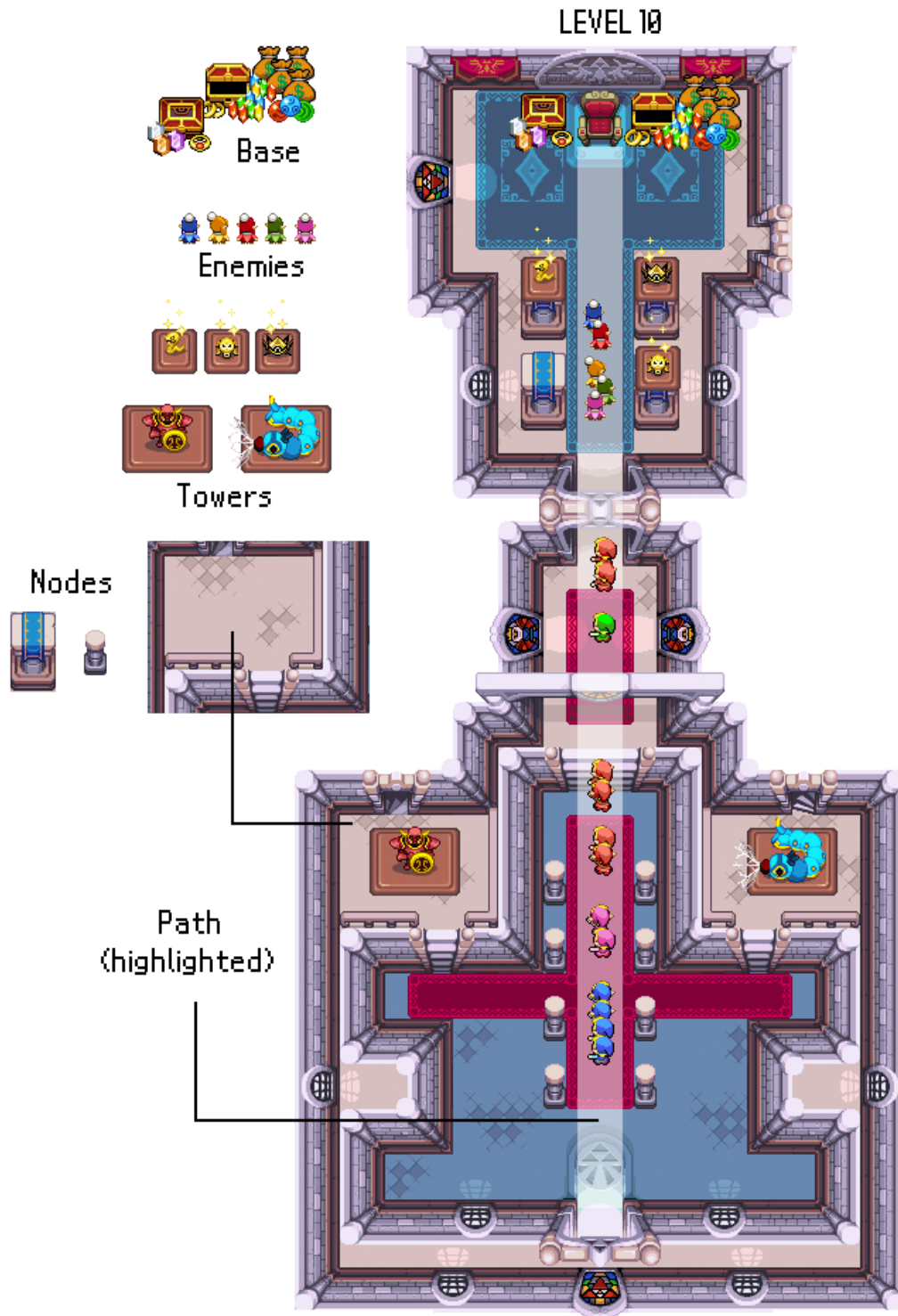
V. PROTOTYPE SKETCHES

LEVEL 1 STAGE LAYOUT



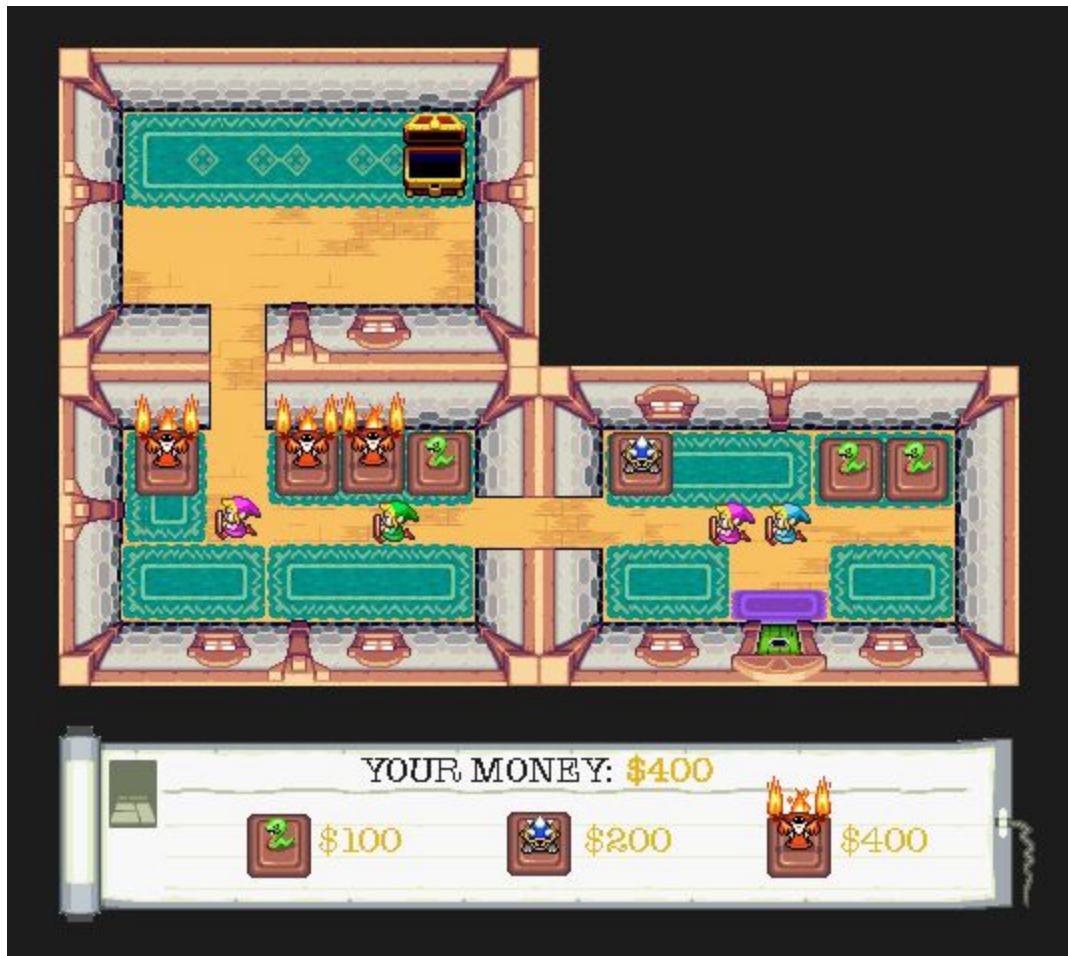
Level 1 has more Nodes, making it easier to defeat enemies as there are more opportunities to place defenses. The enemies also come in less concentrated waves.

LEVEL 10 STAGE LAYOUT



Level 10 has fewer Nodes to place defenses, however, the towers you can place are more effective at dealing damage to enemies. Enemies also come in more concentrated waves and have more abilities to make killing them harder and require more strategizing.

SAMPLE GAME SCREENSHOT



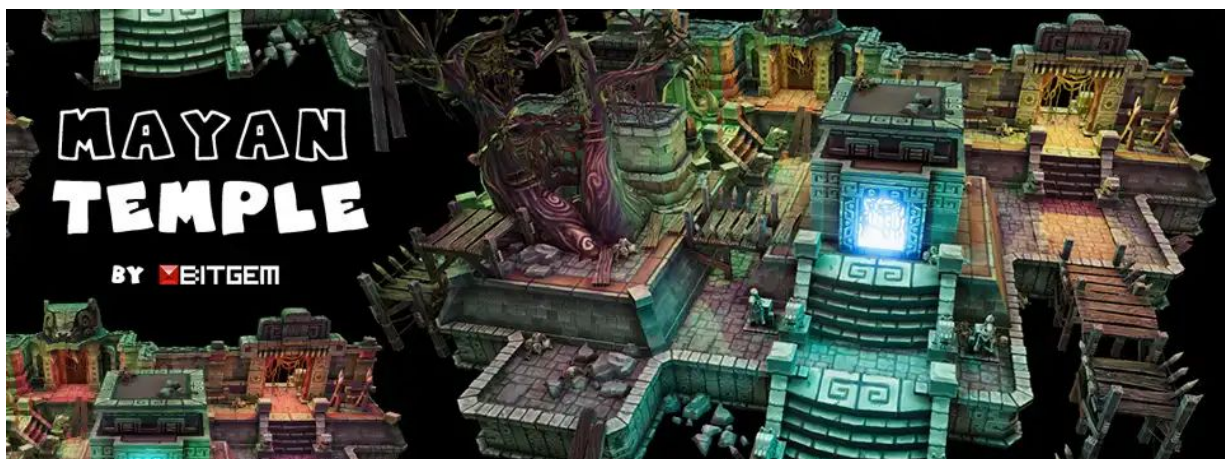
The player will select a tower from the “Shop” element at the bottom of the screen and click on a node in the map.

VI. LIST OF ASSETS USED IN GAME

Adventure Starter Pack



Mayan Temple



Western Props Pack



VII. CREDITS

Assets	DevAssets powered by Brackeys http://devassets.com/browse/
Game Sprites from The Legend of Zelda: The Minish Cap + The Legend of Zelda: Link To The Past	The Spriters Resource https://www.spriters-resource.com/
Font for Game Logo	The Gingerbread House by Christopher Hansen https://www.dafont.com/christopher-hansen.d643
Wood Texture for Game Logo	Google Images https://i.pinimg.com/originals/90/48/10/9048108d2c47439462dda99f8a94681f.jpg