**Tower Wars**by Andrés Herrera

**Target Audience:** Competitive players from all ages  
**Genre:** Strategy, Tower Defense  
**Target Platforms:** Android, PC  
**Number of Players:** 1-2

**Space**

3D map with a 2D grid used to build towers.

Top-down isometric view

**Actors**

* Players
* Towers
* Minions
* Castles
* Projectiles
* Tower attack patterns

**Goals**

Destroy your enemy castle

**Mechanics**

* The game consists of multiple waves of enemies that come to destroy each player’s castle
* Before each wave, there are many stages
  + First, the player gets payed its current income in gold
  + Second, there is a set amount of time to build and upgrade towers (**Building Phase**)
  + Then, there is a set amount of time to deploy minions to attack your enemy’s castle (**Deployment Phase**)
  + Last, there is a set amount of time to set the tower’s attack patterns right before the enemy wave comes (**Strategy Phase**)
* During the building phase, a player can:
  + Select an empty space and build a tower there
  + Select a tower and sell it
    - For half its cost if it was built in a previous wave
    - For its full cost if it was built during the current wave
  + Select a tower and choose between one or more upgrades
* During the deployment phase, a player can:
  + Send additional minions to attack the enemy castle
  + Add a buff for the minions this wave

Weaker minions have better income/gold cost ratio.

* During the strategy phase, a player can:
  + See all the minions coming (wave + additional sent by the enemy)
  + Set different attack patterns for each tower, for example (not all of these will be implemented)
    - Attack enemy closer to the tower
    - Attack enemy closer to the castle (default)
    - Attack enemy with highest attack power
    - Attack enemy with highest max HP
    - Attack enemy with highest current HP
    - Attack enemy with more enemies closer
* During the fighting phase, a player just watches the towers do their work, or not

**Rules**

* For each killed enemy, you get gold
* For each enemy not killed, your castle gets damaged the enemy’s attack power
* For each deployed minion, you get additional income
* If your castle’s HP is 0 or less, you lose the game
* If your enemy’s castle HP is 0 or less, you win the game

**Motivation**

* **Positive Motivation**
* Killing enemy minions give you gold
* Sending minions to the enemy increases your income
* **Negative Motivation**
* Killing enemy minions prevents them from dealing damage to your castle
* **Punishment**
* Not being able to kill enemy minions deals damage to your castle
* Sending multiple weak minions to the enemy may increase the gold they earn