**High Concept Document**

Going Bananas

A tower defense game, prevent enemies from destroying your base by placing obstacles and throwing/shooting projectiles to slow them down or scare them off.

Main features

● [Tower Defense]

● [Good vs Bad]

● [A cute monkey]

● [No Multiplayer]

● [Cutscenes Possibly]

Overview Player motivation:

– The player will build up his defenses to protect his base from the waves of enemies trying to destroy. He has to control several different defenses and obstacles.

Genre:

– A tower defense game built for children.

Target customer

– The target customers are children aged 12 and under.

Competition

– The competition are mostly standard tower defense games. Place towers, upgrade them, defend the base.

Design goals

– The goal is to design a cartoony game about monkeys defending their trees from other animals

Further details

– The player can place defenses which slow down or shoot enemies.