

Untitled

Tower Defense Game

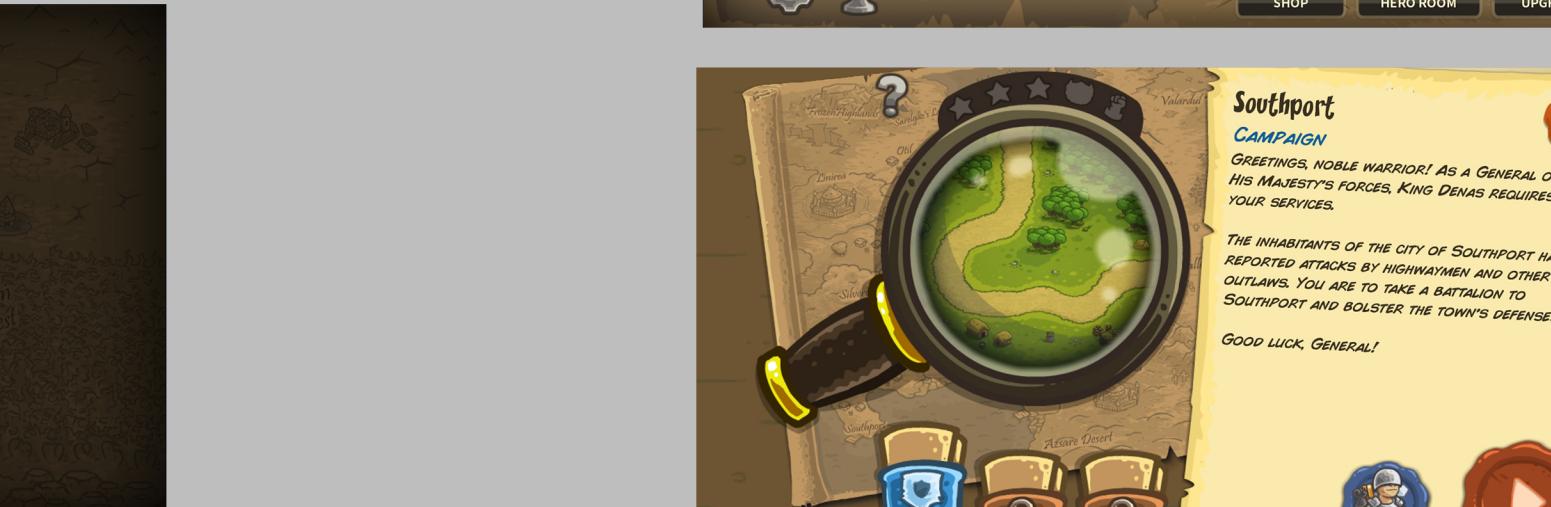
For research purposes only, I've been playing the game "Kingdom Rush" on Android. It's actually frustrating how addictive and fun the game is. I really like almost everything about it and I am going to be using it as a blueprint for my game



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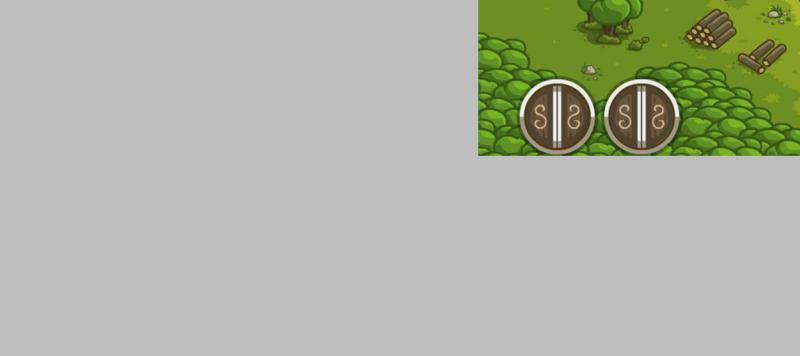
I think that the multiple saves feature is not necessary because it is a mobile game and I can't really see anyone caring to make more than one save. I do like the difficulty levels because this would increase the replay value of the game. I don't know if translation would be necessary. If this is something I can automate with code it'd be worthwhile but if it's something that's done manually I don't think it's worth the time.



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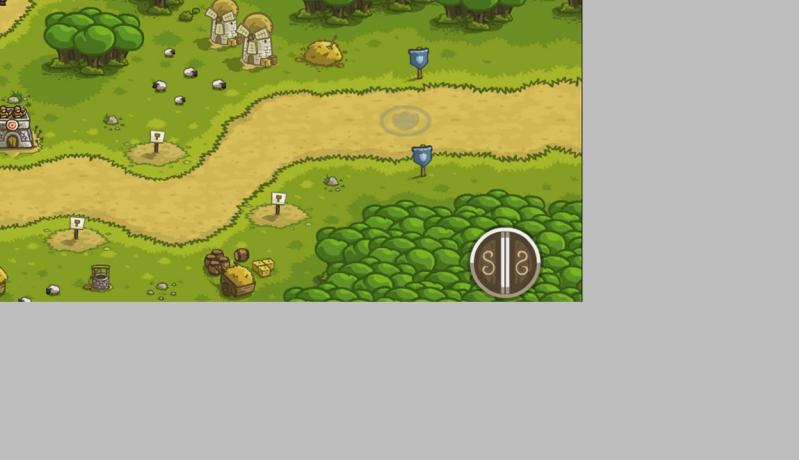
I love the styling of this game. All of the maps and icons are very appealing to me and I will definitely be using them for reference.



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The game will have multiple enemy types that are matched up to the different types of towers that can be built. For example, flying monsters can only be killed by archer towers and armored enemies only take maximum damage from a wizard tower.



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I am also interested in special attacks with long reload timers and upgrading the various game elements with earnings from the previous battle. I am concerned about the code for this because it would all have to be tied in with the game code and something would have to store the upgrade information and pull the correct damage stats and image files and it sounds very complicated in my head.

