

# Plan of Action

## 6 AM Games

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## Section I

### Week 5 - Basic Controls

- Tile grid
  - We want to set up the tower defense map that the player will be interacting with. The map will be a square grid with the player's defense point (base) at the center
- Sidebar menu with one boat option
  - Be able to select a boat that you want to place on the map
- Rotate boats
  - While deciding where to place a boat, a player can rotate the orientation of the boat by pressing a button.
  - We're thinking of having a key that rotates the selected boat 90° upon pressing.
- Place boats
  - Player can place boats on the tile grid anywhere that is not occupied
- Basic shooting
  - Periodic intervals of shooting a single type of projectile in the direction that the boat is facing

### Week 6 - Enemy Boats

- Spawn enemies from all directions
  - The enemies would spawn at the edge of the screen at the 4 cardinal directions.
  - They would move directly towards the base. The effective lanes would be a + shape with the base being in the middle.
- Health system for boats/base
  - Gives each object a total amount of health and make bullets decrement health. When there is no health the object will be destroyed.
- Basic Enemy Attack
  - Enemies at this stage will be able to only attack forward, one space ahead (so they can attack boats in the way, and the base if they reach it)

### Week 7 - Economy

- Currency
  - Players have currency, which can be spent on new ships, and earned through destroying other ships
- Passive Income generation

- Have base or possibly certain ships give a base amount of currency over time
- Score
  - Implement scoring system

## Week 8 - New and Better Boats

- Menu for upgrades
  - When you select a boat, the options for upgrades for that boat show up
  - Also option to sell boat
- More boats!
  - Implement various new/different boats. Current ideas include:
    - Boat that can move/patrol
    - Healing boat
    - Long range boat (boat that can target specific tiles)
    - Boat with piercing shot
    - Wall/blockade boat
    - Boats shoot in multiple directions
    - Minelayer/bomb boats
    - Money-generating boat (oil rig???)
    - Enemy boats will be a subset of the boats available to player
- Upgrades to boats
  - Upgrades to boats would likely be small stat increases (damage, health, range, etc.)

## Week 9 - Finishing Touches

- Enemy scaling
  - Tune difficulty by increasing enemy quantity, variety, and power (stats) over time
- Player scaling
  - Tune boat/upgrade cost, stats, and upgrades
- Pause menu, start menu, and leaderboard/end screen
- Polish and bug fix

## Section II

Before creating this more detailed plan of action, our vision for the game was not super well defined. We think that we are following our vision because we intentionally chose to not get invested in too many ideas to avoid cutting things. We chose to build our game idea from the bottom up based on the time available instead of starting with features and working them down to fit the time. Tower defenses are complicated games, so we want to make sure that we aim for a fun gameplay loop over doing something flashy.