GGJ 2019

Tower defense: VR capable / Mouse minimal required

You defend your home network which consists of 4 rings and 6 sectors. If the intrusions bypass the home network (the player’s base) it is game over. The game has no win condition other than a point grab since there are endless waves.

Turrets: Shoots at enemies and destroys them. cost X points

Walls: Slow enemies to a stop till the wall is destroyed. Cost X Points

Zone: Can handle X Defense Item

Trojans: Rush attack explode on impact causing high damage and can’t shift sectors. Trojan = x point

Virus: stops and fires from 2 rings out for low damage and can’t shift sectors. Virus = x points

Worm: Worm can break into smaller and faster enemies as well as shift sector. Worm = x points per piece

Malware: slow moving and can only damage in the same ring and sector. Malware = x points

Base Cube: 6mx6mx6m

Ring one: 3m/d

Ring two: 6m/d

Ring three: 12m/d

Ring Four: 24/d No plant zone

Player Camera: 2m

Color Palate:

Lines: 6FC3DF

Base Color: 0C141F

Glow: E6FFFF

Enemy Color 1: DF740C

Enemy Glow 1: FFE64D

Checklist:

Base √

Play Area √

Turrets √

Trojans √

Sound FX √

Pew Pew Pew √

Point System

Win/lose condition

Walls

VR