

Bloons: Harry Potter Edition



Oi Malakes



01

Inspirations & Ideas

Oi Malakes



orcs must die

dungeon defenders

traps in the path

melee tower

story

helper/power up phones

enemies explode in to more enemies

difficulty selector

choose a character

limit the spam of towers?

sound when you place a tower

sound for the phoenix

changing enemy path (when they get killed so early)

more levels

camouflage enemies & towers with enhanced vision

enemies as death eaters

towers are harry potter characters

Upgrades for the towers

harry potter

polish cow as boss



02

Milestones

A

Get everything we need

Characters, Polish Cow,
Background & atmosphere

B

Creating the level

Reskinning the game, change
towers, enemies & bg

C

Enhance the mechanics

New enemies & characters,
character upgrades

D

Final boss

Creating THE Polish Cow

E

Sounds

Add sounds to the game

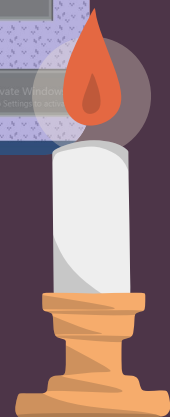
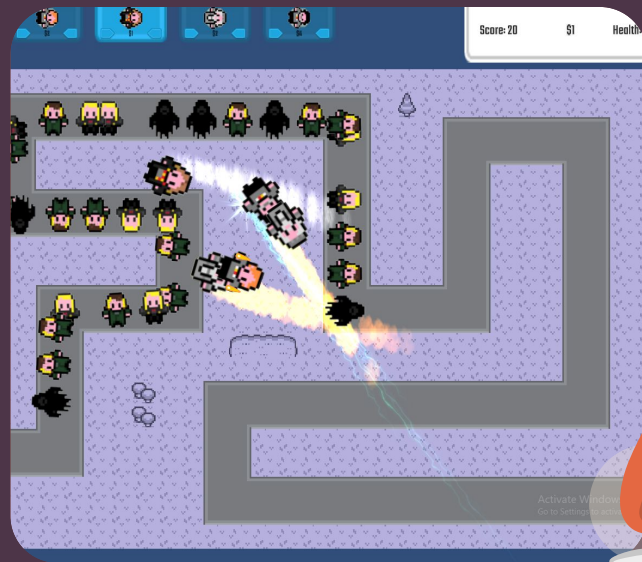


03 Difficulties

1. Create a level close to Harry Potter theme
2. Attack effects
3. Upgrading the towers mechanic
4. The end game Pop-Up (Win & loss)



04 GameEplay



05 Possible upgrades



Specialist characters

Different paths of upgrade
for the characters



Spells

New spells for the player
(Phoenix that flies around
the map, enhanced towers,
traps in the enemies path...)



FX

More sound effects,
animations (sounds for the
events that happen during
the gameplay)



“It’s not a bug, it’s a feature”

—Dumbledore

Thanks for
your attention

