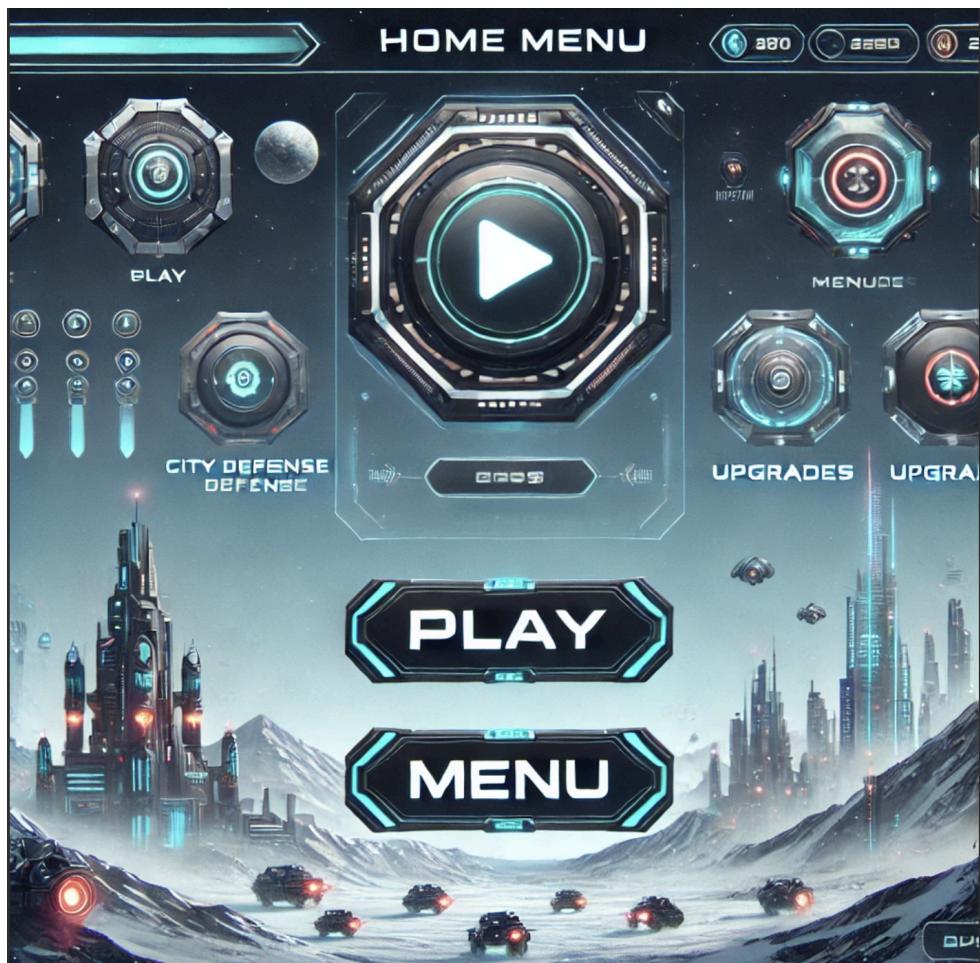


Game Design Overview

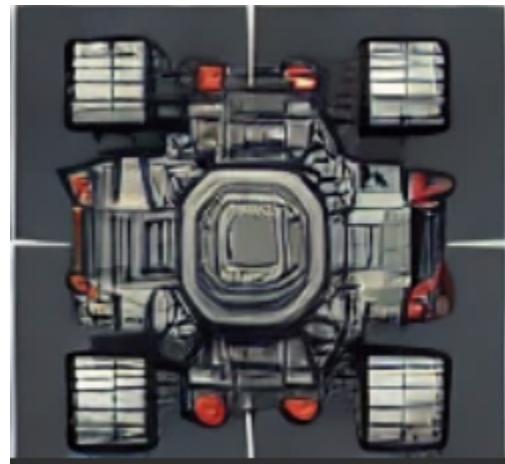
- **Target Audience**
 - Competitive and casual gamers.
 - Strategy/action game.
- **Setting**
 - **Theme:** Futuristic city under siege
 - **Environment:** 2D/2.5D cityscape with multi-layered defense lines
 - **Art Style:** Futuristic sci-fi, with neon city lights and destructible environments



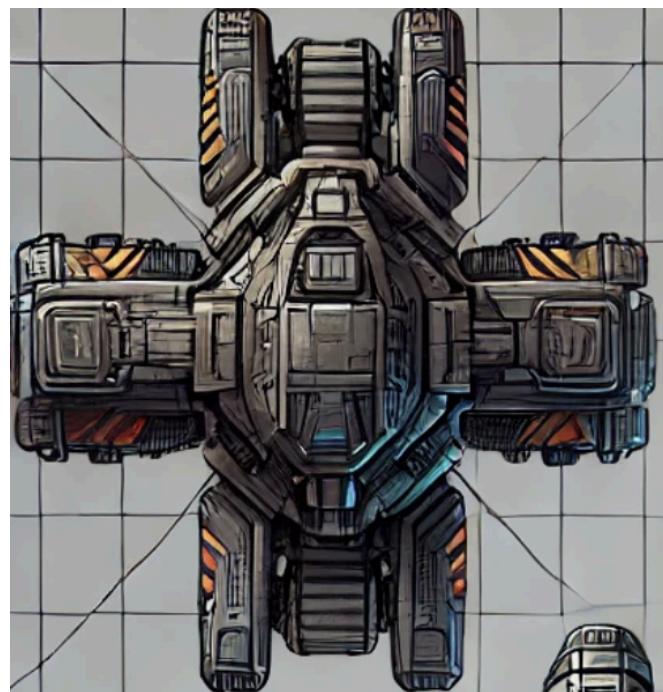
- Example starting screen above

- **Starting Screen**
 - Includes options such as "Start Game" and "Settings".
- **Drones and Vehicles**
 - Different drones you can control (futuristic):
 - **Ground:**
 - Basic walker
 -

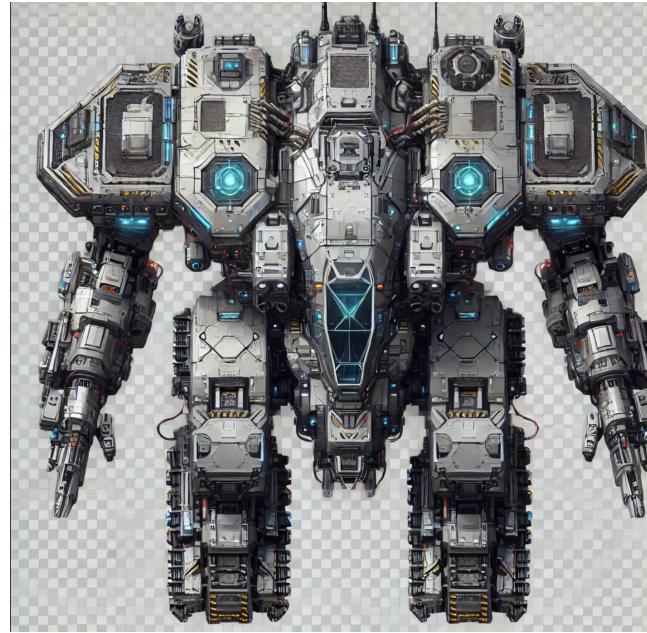
- Walker, In game look. The fore squares are the legs, and the guns are to the right.



- Cannon



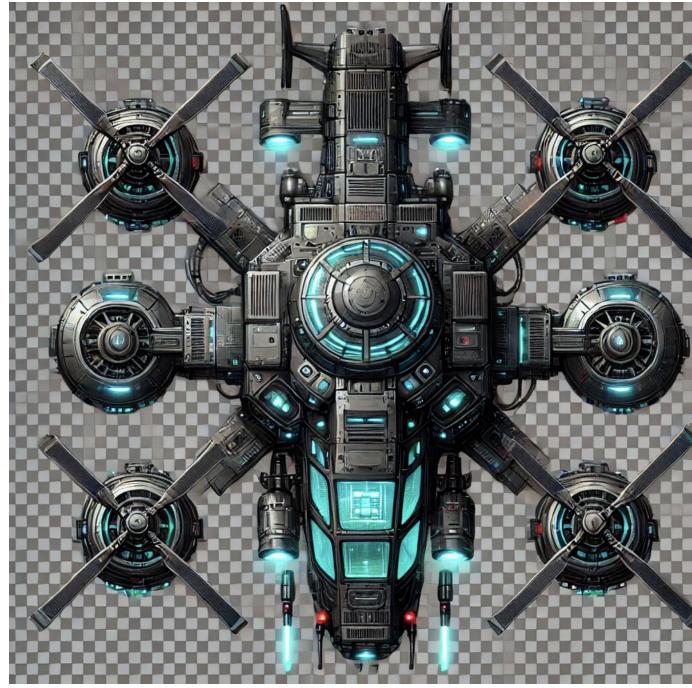
- Giant Mech. in game view of it



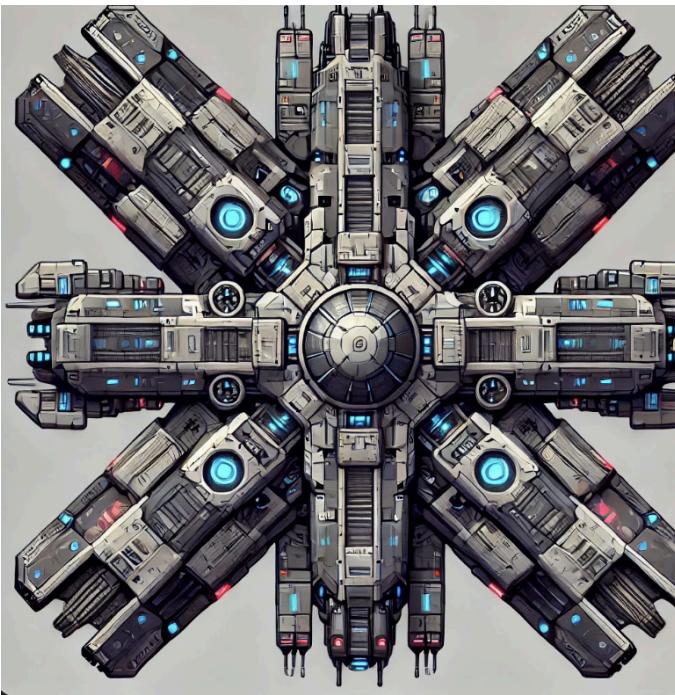
- Air: Base Plane



- Heli



- Capital Ship



-

- **Gameplay Mechanics**

- For each mission, you can deploy a combination of ships based on level nature and funding.
- Vehicles unlock at different levels, and during battle, you can swap between vehicles to manually control each one.
- AI controls other vehicles and the ones you haven't unlocked.

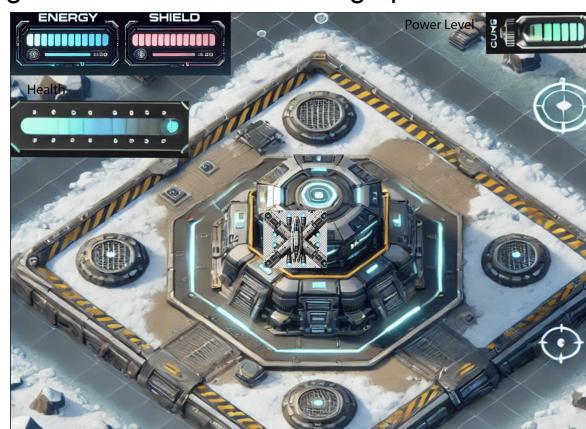
- **Objectives**

- Offensive goals: Destruction, time-based objectives, and least fuel usage.
- **Vehicle Abilities**
 - Electric lasers, self-destruct features.
 - Shield/energy management; running vehicles uses power, and you risk overheating or running out of health.
 - Strategy involves managing energy levels and swapping between vehicles.

- **2D Gameplay**



- Example of Budget screen/deployment zone is shown
- Ground and air vehicles on the same plane; air vehicles ignore terrain.
- Arrow keys move the vehicle; space attacks in the forward direction.
- Press "Z" to explode the vehicle. Hold down "A" and "Z" to distribute power to guns and shields for damage protection.



An example of the bottom bar, gameplay, and terrain would be playing above it.

The camera follows air vehicle from a top-down perspective. Above is a rough example of what it would look like, with the camera centered on the drone and displaying statistics.

Upgrades and Progression

- **Score-Based Unlocks:** Players earn points from destroyed enemies, which can be used to unlock new units or upgrade existing ones.
- **Skill Tree System:**
 - **Offensive Upgrades:** Improve weapon strength, rate of fire, and explosion radius.
 - **Defensive Upgrades:** Increase health and armor, upgrade shield durability, enhance repair speed.
 - **Utility Upgrades:** Boost vehicle speed, fuel efficiency, and power redistribution effectiveness.
- **Score System**
 - Based on score, you get levels up to unlock other vehicles.
 - Objective: 100% destruction to win in 10 minutes.
- **Defense Mechanics**

Defensive Structures

- **Turrets:** Basic defense



- **Air Defenses:** Specialized for aerial enemies; limited range but high precision.

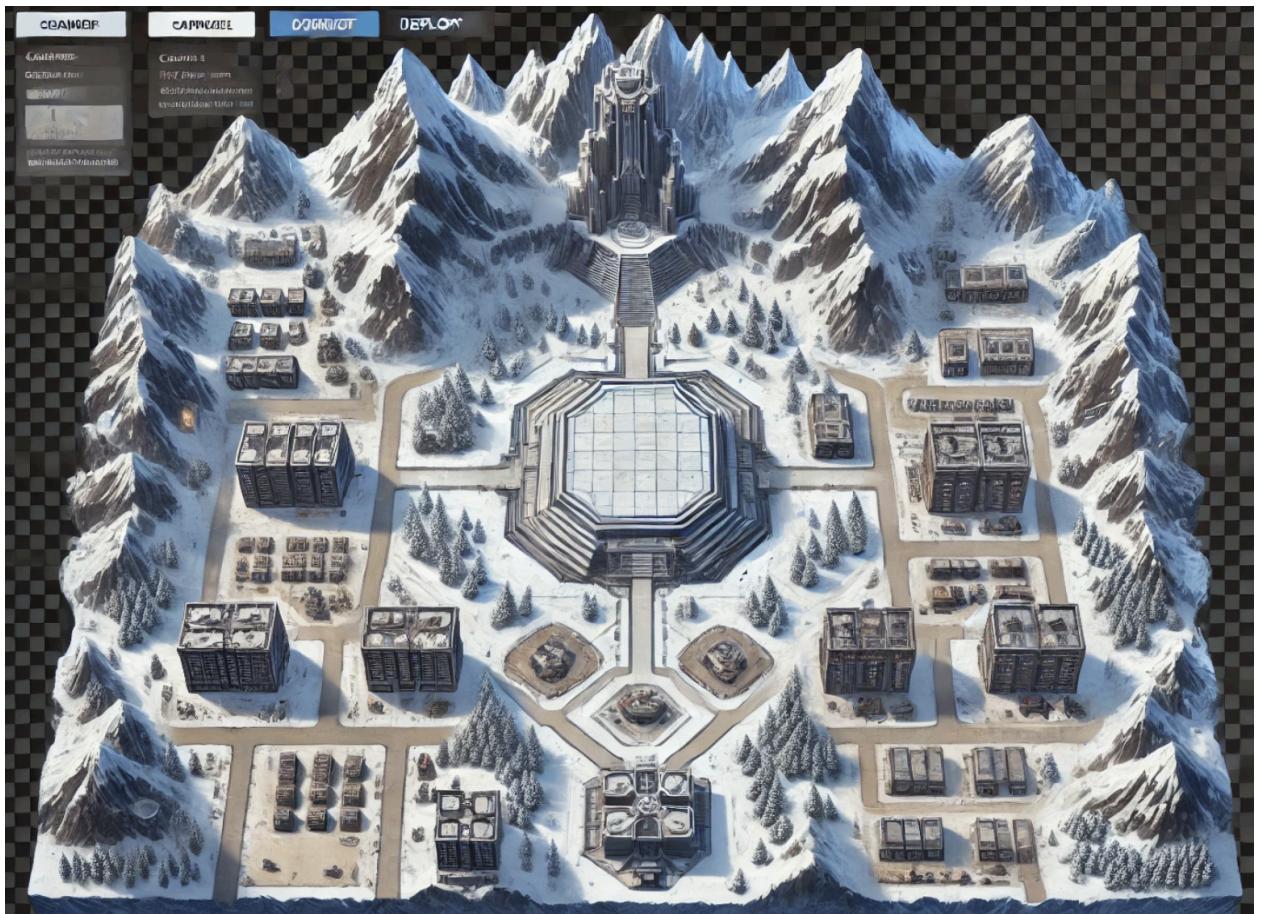


- **Capital Core:** Heavily fortified; houses the city's main defense systems.



- Energy requirements (100 energy per turret).
- 5-15 shots per second. Destruction threshold: 200 hits.
- Turrets/Defenses: 250 health

- Buildings: 500 health
- Capital: 8000 health
- Map



The map shows buildings—turrets spaced around buildings and more concentrated near capital buildings. Deploy zone at bottom corner/edge of the map. Enemy vehicles will also spawn basic walkers and jets at low frequency until the capital destroyed

Sound design

- Ambient sounds always playing in background
- Shocky laser sound when buildings/vehicles hit
- Engine noises in background during gameplay