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CIT340-101 Final Project Deliverable 1

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Game name: Castle Defender

Genre: Fantasy, Tower Defense

Setting: Dark Ages

Lore: You are a king that presides over a small area of land around your castle. Invaders have found a way through the land to raid your castle. Defend your castle by defeating these invaders to save the citizens inside.

Similar: For Honor, Bloons Tower Defense franchise

Features: Variation of enemies (a simple easy-to-defeat enemy, and an enemy that is more difficult to defeat, “banished” knights, dragons), Variation of defenders (different “towers” that deal different amounts of damage to the enemies, archer towers, wizard towers, catapult towers), upgrading defenders (earning money from defeating defenders and uses the money to buy upgrades for the towers, towers will fire faster or deal more damage from the different upgrades), end goal for defeating all enemies in a level (castle still has health left after the last enemy is defeated or hits the castle but does not destroy it), money (defeating enemies earns money based on what type of enemy is defeated)