# Towers

## Summary:

**Single Player:** a roughly straight forward tower defense game where you start off each level with a empty or mostly empty field of places for towers or other obstacles and a budget for building your towers. Your list of towers and obstacles are fully customizable but you only get <x> slots for them so you have to pick towers that play to your strategy and the types of waves of enemies. The single player will be mostly used as tutorials and practice, and when internet is not available. The multiplayer is the main component of the game.

**Multiplayer:** The same base game play as the single player but done in asymmetrical online games. You can choose from a few base level layouts and use your budget to place towers. Once all your towers and obstacles are placed the level is saved to a server and other players can download it and create waves to send against it. The budget that the attackers get is based on the budget used to build the defenses to help balance difficulty and keep high ranked players from being unbeatable by novices but still keep really good players ahead. When a player logs back in they will get a notification of how well their towers did to stop the attackers. Players get paid in money and/or XP based on the number of attackers and how successful their level was at stopping attackers.

**Towers:** A players towers are composed of several parts that a player can choose to change to complement other towers or specific strategies.

Top: The type of weapon the tower uses, such as guns, cannons, lasers, etc

Base: Modifies the range and potential blind spots of the chosen top

A.I.: determines how the tower picks its target, such as closest, weakest, or farthest enemy targeted first.

Mod: Tweaks the base performance of a given top (still need to work out details and balancing).

(More potentially to come)

**Maps:** Levels are composed of matrices of tower locations. The basic map is just a square of places with a wave spawner and a goal. The player is able to place towers and obstacles as they want as long as there is always a path from the spawner to the goal. More complex maps have several smaller matrices connected with bridges but still have the same rules as the simple map to be valid for play.

**Obstacles:** Obstacles take up building slots just like towers do but are generally cheaper than towers and do not harm attackers, only slow them down or direct them.