

Defense Ideas (types, affects, etc)

- Barrier - blocks all types of defenders, breaks eventually
- Mascot Distraction - Little jay: temporarily stops a certain amount of enemies
- Roadblock - temporarily disables a path
- Turret-based:
 - T-Shirt Cannon - Trips fans, and lowers their HP.
 - Pie-an-enemy stand - Throws pies at enemies, and lowers their HP
 - Librarian - Throws books at enemies and lowers their HP
 - Failed tests -
- Ice Sheet - Slows down enemies walking on the ice sheet, and lowers their HP.
- Campus Security Stop - Buffed Roadblock: officer and their car
- Beware of the Phog - a fog machine that temporarily activates and confuses fans
- Parking police - Hands out parking tickets to enemies and sends them back
- Wendy's Baconator Stand - Distracts enemies so that they follow a different path, does not block a path but distracts enemies.
- Baseball - Infinite range attack that goes across campus randomly
- Loans - players can take out a loan that give building currency, the loans will be taken out of end-of-round building currency.
- Defense health regen - gives a building back a certain percentage of its health
- Chemistry Lab Spill - similar to ICE sheet but affects specific types definitely

Abilities Ideas: (unlock at certain levels/rounds)

- Big Jay Rampage - Big Jay runs across the map instantly eliminating every enemy. To use it, have a buildup meter/purchase option.
- Bus Ride - A bus drives around campus and picks up a certain amount of enemies
- Ability to Freeze all enemies for a period of time
- Slow all Enemies for a period of time (would be longer than freeze)

Attacker Types

Per team for a set number of rounds, each round increases all enemy stats slightly, each attacker spawns incrementally after a certain number of rounds for that team. When the team is defeated the cycle resets. (Every 10-15 rounds per team)

- Fans - Generic enemy, basic speed health and attack, able to be damaged by all defenses
- Cheerleaders - High speed, low health and basic attack, able to be damaged by majority (not all) defenses
- Players - Basic speed, high health and attack, able to be damaged by less defenses
- Coaches - Slow speed, high health, basic attack, spawns in more players, able to be damaged by even less defenses
- Mascots - High health, very high attack, basic speed, boss of every team, enemies won't stop spawning and round won't end till defeated, able to be damaged by all defenses

Currency System

- Building Currency:

- Money for buying new buildings, which unlocks new defenses.
- Select buildings and upgrade their defenses.
- Money is given to player at the end of each winning round.
- Defense Currency:
 - Money used for placing down defenses.
 - Money is given to player when enemies are destroyed.
 - Dorms can increase multipliers for destroying enemies or give higher starting amounts at the beginning of each round.

Map:

- Which buildings are included and what they unlock:
 - Buildings:
 - Allen Fieldhouse - Base (What you are defending) - Can Upgrade HP
 - LEEP & Eaton - T-shirt cannon
 - Green - Campus Security Stop
 - ISB - Wendy's Baconator Stand
 - Baseball Field - Infinite Range Baseballs
 - Ritchie - Roadblock
 - Anschutz - Librarian
 - Summerfield - Failed Tests
 - Malott - Chemistry Lab Spill
 - Budig - Parking Police
 - Wescoe - Pie-an-enemy stand
 - Snow - Ice Sheet
 - Strong - Mascot Distraction
 - Campanile - Beware of the Phog
 - Cap Fed - Loans
 - Rec Center - Defense Health regen
 - Dorms:
 - Jayhawk Towers - Round currency (1.5x bonus)
 - Self Hall - Building currency (1.5x bonus)
 - Ellsworth - Round currency (2x bonus)
 - Stouffer - Building currency (2x bonus)
 - Downs - Both currencies (3x bonus)
- Cumulative bonuses

- Map Design



