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:
 - o T-Shirt Cannon Trips fans, and lowers their HP.
 - o 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

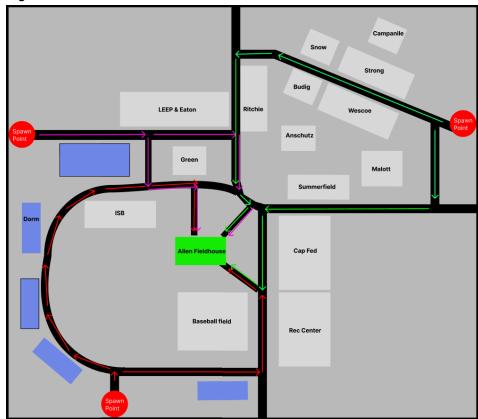
• Building Currency:

- 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:
 - o 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
 - o 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



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