**Game Design Document**

Game: Save Earth/ TD on Earth

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Elevator Pitch:

1. **Overview**

Theme: 3D Low-poly/Medium-poly (Still deciding though)

3D Tower defense game which takes place on Earth in the stone age which advances with time. ‘Creeps’ of this tower defense game are going to be Slimes, toxic barrels, human waste, radioactive waste, etc.

Towers are going to be Filtration techniques like aeration, Machines which filter water and solid waste etc. They would be placeable anywhere on the map provided but has to be connected to the ‘path’ through which the waste is going down. The path can be river or just some truck trying to unload waste on a land which needs to be take to a place which can then refine it and stop the pollution.

Map is going to be a spherical 3D world which you can rotate and see what’s on the other side of the world. The world will be divided into 3 sections: Urban, Sub-Urban and Farms/Villages.

Urban: You have to place building/huts/apartments so people can live in them. More houses mean more humans and hence more Human waste.

Sub-Urban: Factories for different stuff which will be automated to give out certain amount of waste. Example Clothing factory gives 20 wastage per Wave, Food factory gives 10 per Wave etc.

Note: Factories are to be placed because it improves the civilization and that’s how a civilization becomes ‘developed’. But, they come with cost like more wastage per wave. So we need appropriate number of towers for the each Wave

Farms/Villages: This will be a place for our passive income/active income. Passive as in the farms produce food and sell so we get money. Amount of money would be dependent on the QUALITY of food. QUALITY of the food will depend on how CLEAN our environment is and therefore depends on the player’s health which is going to be a pollution gauge bar which fills up and depletes according to wastage going in the environment.

The WAVE would solely depend on how you are doing with your pollution bar. There is going to be a minimum waste set for each wave so one cannot just win directly.

This is a really interesting feature because for example if there is more human waste than other thing and human waste KILLER(filtration plant) costs a lot and you don’t have that much money for preventing that to pollute then your gauge will just go up. So it is more about strategizing things and keeping check on things

Each Wave will only start when you want it to start. There is going to be 2/3 screens that you can switch to. Pressing W will give you the world in 3D space and give you visuals of how your civilization is doing. Your placement of Houses, factories and farms will take place there. After that you can start a wave whenever you want.

**IMPORTANT NOTE: Due to this feature, this game can easily be transferred from non-real time to real time TD. Farms will earn money passively and when you thing you can beat the AMOUNT of waste coming through, you can start the wave.** **Beating the Wave would give you currency to develop the civilizations.**

The factories will also have powerups like installing some feature inside the factory which reduces the waste by 20% or something like that.

**Mood Board:**

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