

**Obtuse Moose**

**Design Document for:**

# **Beyond the Keep**

**Go Beyond!**

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## Summary

A mysterious gem resource has been discovered by a futuristic race. Conflict arises over what the resource should be used for, suddenly society is locked into an endless civil war and is divided into many factions. You the player command one such faction vying for control over this fascinating new energy.

*Beyond The Keep* is a turn based game with real time elements. The objective of the game is to deal enough damage to your opponent's mothership to destroy it. In order to destroy the enemy mothership, players send out units called Minions. These AI controlled characters must get past both the opponents Minions and their defenses (called Towers).

Towers are AI controlled defenses which automatically attack enemy units which pass through their hitbox radius. *Beyond The Keep* applies a twist to the tower defence genre, by assigning a unit management mechanic. Users are provided with an energy bar, energy is used to power defensive towers. Players must then manage their energy bank and effectively allocate enough energy to their defences to ward off all incoming threats.

The game is divided into two distinct phases, the turn based planning phase and the real time battle phase.

### *The Planning Phase*

Players take turns outlining their defenses and planning their offensive move by placing towers, and assigning them to one of three lanes. There are three types of towers which players can place during the planning phase; spawn towers, boost towers and defence towers. Spawn towers are buildings which deploy a certain number of minions during the battle phase. Boost towers increase the stats (ie. attack or defence points) if a minion passes through the tower's radius. Defence towers are heavy hitting buildings which deal damage to oncoming enemy minions, these are the main defensive units which the player will use to protect their mothership.

Each player has a personal planning phase where they hold the tablet themselves, this allows the player to plan their moves without fear that the enemy will know exactly what they will do, and plan accordingly to it. The other player cannot see what they are doing on the tablet. Minions and towers cost cash to place, this balances the game, and prevents a player from overwhelming the opponent on the first turn. Players are given a fixed amount of Cash at the start of every planning phase. When a player completes his planning he passes the tablet to the other player who does the same. Once both players have completed their respective planning phases, the game progresses to the battle phase.

### *The Battle Phase*

When the second player completes their planning phase, the tablet is placed down so that the two players can see both sides of the battlefield. During this phase players can activate the towers they placed during the planning phases. Activating a tower costs energy, and thus a player is limited to how many towers they can have active at any given time. This pushes both players to remain focused during the battle phase, and encourages users to be engaged.

As the battle phase plays out, spawned minions move forward along their lane. If a minion is within range of another minion they will fight one another. This is not a game of chance, each minion has respective statistics on health and attack damage. A minion will kill an enemy unit, if their attack damage is equal or greater than the enemy's health value. Minions can also be destroyed, If they're within range of an opponent's active defense tower.

A minion that successfully makes it to the opponent's mothership can deal damage against it, based on it's attack damage. For instance, if a minion has an attack damage of 5, that minion will inflict 5 damage to the enemy. If at the end of the turn all the minions have been destroyed and both players motherships remain intact, then the game will return to the planning phase.

## Design Pillars

Beyond the Keep is built upon three main design pillars. Each of these core mechanics help to build a strong foundation for our game. Our design focuses to deliver an intuitive, engaging, and immersive game. The following three pillars accentuate these core aspects.

### *Strategic Turn Based Gameplay.*

The core mechanic to Beyond the Keep's experience is a turn based strategy gameplay which focuses on player's outsmarting and out planning one another. Players must take preemptive strategic measures and predict player behaviour. This pushes the player to really think about how their decisions will affect the outcome of the game.

### *Simple To Learn, Hard to Master.*

The mobile game market is all about experiences that are easy to pick up and play. However; multiplayer games without some degree of depth are quickly abandoned and have issues with player retention. If players don't want to stick with our game they won't invest in the game either. With Beyond The Keep, the designs of our systems are all about mechanics which are immediately understandable, yet also have a considerable amount of depth to them. This will keep players coming back to further master the systems, while also not intimidating newcomers.

### *Local, personal, face to face multiplayer.*

Local multiplayer is central to Beyond the Keep. The game seeks to emulate the feeling of a group of friends sitting around a good strategy board game, without the pain of setting up and carrying a board game around with you everywhere. Being a local multiplayer game players can also get a better sense of their opponent and share in their experiences in a more intimate manner, unlike any online multiplayer experience.

## Inspirational Media

### *Age of Empires series:*

Age of Empires is an online real-time strategy game. Players grow their civilization from the ground up and manage resources to upgrade units and buildings. The objective of the game is to eliminate the other players and become victorious. Civilizations have unique abilities that cater to different playing styles. Age of Empires features many different strategies, for instance the “Rush” strategy (attacking as soon as possible) can result in heavy damage dealt early in a match. The downside is that the players economy will be lacking after the rush. Another common strategy is called “Turtle”. This strategy focuses on defence, and is generally used to counter a rush from your opponent while maintaining a stable economy. Finally, the “Boom” strategy (focusing solely on economy) can result in a more stable army in the later stages of the game and grant earlier improvements. When focusing on economy early in the game, this can provide the player with a strong late game army. Players who use this strategy are susceptible to overwhelming rush attacks early in the game.

The psychology behind these strategies was something our game wanted to incorporate. Age of Empires focused on outsmarting your opponent. This is a fundamental aspect of Beyond the Keep, an aspect which our game capitalizes on. While Age of Empires provides in depth strategic gameplay, our team found that the best games occurred when all players were present in the same room. This allowed the players to be engaged with one another and enhance the overall user experience.

### *Warzone Tower Defense:*

Warzone Tower Defense was of great inspiration while designing Beyond the Keep. Warzone Tower Defense is an online strategy game which built a large fan base through Facebook publicity. The game also uses Facebook as a means to host its leaderboard data. The basic premise of Warzone is to defend your base from ground and air units with multiple variants of towers. Each tower is unique in its function, and has a set cost in order to build. Players have the ability to upgrade towers in order to inflict more damage. The game is simple in scope, but very engaging in gameplay. This is a core aspect which Beyond the Keep looks to build upon.

In comparing Beyond the Keep to Warzone Tower Defense, multiple instances of inspiration can be seen. Beyond the Keep draws inspiration from the ability to place various types of towers as well as the ability to upgrade towers. Beyond the Keep also shares a similar core gameplay mechanic, where the player must defend their base from incoming waves of enemies.

*GeoDefense:*

GeoDefense was a major inspiration for the creation of Beyond the Keep. GeoDefense is a tower defense game on iOS and was one of the earliest successful tower defense games on the platform. It combines an effective, minimalist geometric design which effectively communicates key information to the player. Likewise, it features a handful of towers, each of which are unique in both design and purpose. This allows for the game to be straightforward to the player while still retaining a degree of depth to its core mechanics.

The key to Beyond the Keep's design is capturing that same core philosophy. Beyond the Keep draws heavily from both GeoDefense's simple aesthetic visuals and easy to learn/hard to master design principle.

*Pokemon:*

Beyond the Keep takes some inspiration from Pokemon's multiplayer. In Pokemon each of a player's characters have some sort of elemental attribute to them, and this attribute affects how combat against other characters of different elements plays out. This creates an experience all about predicting and countering the other player. Beyond the Keep takes this approach and simplifies it to a simple rock, paper scissors dynamic.

*FTL:*

FTL is a sci-fi roguelike released for PC in 2011. Beyond the Keep's active battle control was inspired heavily by FTL's active spaceship control. Active spaceship control is a game mechanic where the player must allocate energy to different parts of their ship depending on the situation they are tasked with.

# Features Presentation

## *Turn-Based Gameplay*

Beyond the Keep is a turn based strategy game and thus a core feature of the game is its turn-based elements. By being turn-based; the game can be played in a single room, while still maintaining the ability for players to make strategic moves in secret.

## *Phases*

Our game is divided into two larger phases. The Planning Phase; in which players plan out their strategies by placing and upgrading towers and The Battle Phase; in which players toggle which of their towers they wish to enable and watch the battle unfold.

### *Planning Phase*

In the planning phase players are given a fixed amount of cash to spend. They use this cash to place and upgrade towers. When a player has completed all they wish to do or they have exhausted their cash they end their turn and pass the tablet to the other player.

### *Battle Phase*

In the battle phase, any spawn towers will begin to spawn minions into their respective lane. If opposing minions meet in the same lane combat will begin. Combat is automated and based upon both the minions current level and its elemental attribute relative to its opponent. During this time the play also has to manage an allocatable resource called energy, this limits the amount of towers you can have active at any given time and adds an interesting management aspect to the battle phase. Active defense towers will deal damage to passing enemy minions and active boost towers will boost friendly minions that pass by them. Any minions which can reach the other teams side of the screen deal damage to the opponents base. Deal enough damage and you win. If at the end of the turn neither player has won, the game returns to the planning phase and all the steps repeat.

### *Scouting Phase*

The first turn has a special phase called the Scouting Phase which replaces the Battle Phase. This phase has been implemented because of concern that the initial phase felt too random, and that the outcome of the first turn was based not on any genuine skill but instead on arbitrary tower placement. What distinguishes a Scouting Phase from a Battle Phase is that no Minions will spawn from a spawn tower. This allows players to get a sense of their opponent to make more informed choices on subsequent turns, without the fear of taking damage for arbitrary reasons. Unlike other turns however unused cash does not carry over to the next round, thus encouraging players to place towers on their first turn without forcing them to.

### *Place Towers*

Placing Towers is the core interaction that players have in Beyond The Keep. Players can only place towers during the planning phase. Placing a tower costs a certain amount of cash, more desirable towers cost more than less desirable ones, there are no turn by turn upkeep fees on towers. There are 3 primary tower archetypes; Spawn Towers, Boost Towers and Defense Towers. Spawn towers spawn a fixed number of minions every battle phase. Spawn towers come in 3 variations; Water, Fire and Earth, matching the 3 primary elements of minions. Any minion spawned from a spawn tower inherits the tower's elemental attribute. Players can place 3 different spawn towers per lane. Boost towers offer beneficial buffs to minions which pass through their effect radii. Defense towers, while active, automatically fire upon opposing minions who pass within their effect radius.

### *Upgrade Towers*

Placed towers can also be upgraded during the planning phase. Like placing towers, upgrading tower costs cash. Spawn Towers have two primary upgrade paths; minion level and minion quantity. By upgrading a spawn tower's minion level the spawn tower will spawn minions of a higher level, higher level minions tend to be bulkier, taking more damage to kill and dealing more damage as well. Higher level minions are slower however than their lower level counterpart, to encourage players mix up minion types and don't always opt for the highest level minions. By upgrading a spawn tower's minion quantity it increases the number of minions spawned by that tower on any given battle phase.

### *Tower Management*

During battle phase the play is responsible for managing their deployed towers. During battle phase the player has a certain amount of energy; activating a tower cost 'x' amount of energy to use, and deactivating a tower gives you 'x' amount of energy back. As a player you want to ensure that you only have necessary towers activated at any given time, and toggle them on and off as certain towers become more useful, and other towers usefulness diminishes. This mechanic ensures that players are interacting with the game more than they are not, and does so in a manner that is passive enough manner that both players aren't constantly fumbling over the tablet.

### *Social*

Our game incorporates social media integration in a very complementary manner. The social media integration is intended to compliment the competitive aspects of the game. Our game incorporates social media through both stat tracking and a tournament mode, pulling facebook information to identify different players.

### *Stat Tracking*

Beyond the Keep would keep track of you and your friends match history, linking W/L records to you and your friend's profiles. In this way we have an easy way for you and your friends to compare each other, and also works as a way to promote the game.

### *Tournaments*

Beyond the Keep also features built in tournament structures which pulls that same facebook information for player tracking and identification.

## Technical Breakdown/Estimates

Feature	Description	Deliverable	Time Estimate (hours)
<b><i>Design</i></b>			
Core Gameplay Design	A complete understanding of all the possible scenarios and outcomes in the game.	Complete Rule Book	5
<b><i>Player Interaction</i></b>			
Player can place units	Working code and UI that allows the user to drag units from the HUD to the game map.	Ability for Player to place units during planning phase	6
Player can place towers	Working code and UI that allows the user to drag towers from the HUD to the game map.	Ability for Player to place towers during planning phase	2
UI interaction	A complete and polished user interface where navigation is simplistic and easy to understand.	Functioning UI and HUD	8
<b><i>Art / Visual Design</i></b>			
Splash Screen Design	Every time the game boots, a splash screen with our game logo will appear.	Splash Screen Implemented	4
UI Design	The UI design will have an elegant interface that matches the geometric art style of our game.	Final UI mock-up	6
Map Design	A final version of the map will match the geometric art style of the game.	Finalize concept for level including visual design + gameflow	20
Character Design	All minions and towers will be designed	Finalize	20

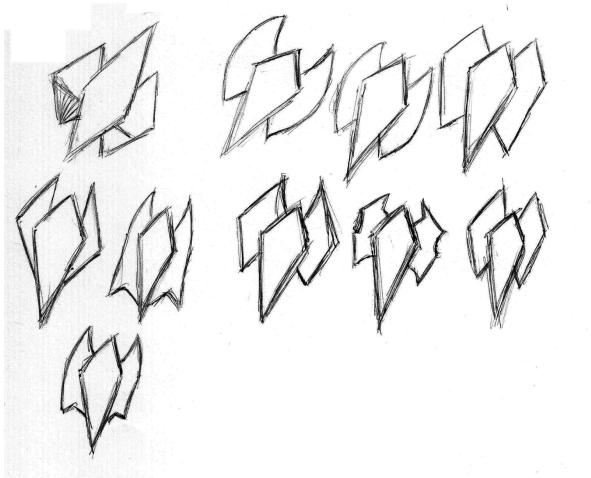
	with a geometric 'gem' like quality.	concept art for all minions and towers, as well as mothership	
<b>Systems</b>			
Unit movement	Successful code that allows minions to travel from spawn to enemy base (keep).	Test-able build with unit movement	7
Minion Combat Systems	Algorithmic code that will allow minions to fight against each other and cause damage or a kill.	Test-able build with finalized minion combat system	14
Tower Combat Systems	Algorithmic code that will allow all the towers to cause either damage or provide a boost to the minion health bar.	Test-able build with finalized tower combat system	10
Spawn Tower System	Working code that will allow the user's selection of minions to spawn from the spawn towers and start moving towards the enemy base (keep).	Test-able build with finalized spawn system	8
Win Condition Logic	Code that allows a prompt to be shown once an enemy base is destroyed.	Final win condition implemented into prototype	3
Singleplayer enemy AI	Code that controls the logic of an enemy AI. This code will allow the user to play the game by themselves and still have the same enjoyment as playing against another person.	Functioning Single-Player match	30
<b>Social Integration</b>			
Pulling profile information	Integrate the ability to pull user profile information from Facebook. This will be accomplished through Facebook's API.	Concrete understanding and ability to pull user information using facebook API	10
Stat Tracking	Code that has the ability to record the	Working	5

	scores of each player and post them to a database.	leaderboard using stat-tracking	
Game Modes	Multiple game modes will be implemented, providing more gameplay options for the user.	Functioning game modes	15
<b><i>Audio Design</i></b>			
Background Music	Ambient music for both planning and battle phase will be pleasing to the ear and sound professional.	Background music created and implemented	24
Battle Sound Effects	Tower and minion sound effects will complement the background music without irritating the user.	Sound Effects created and implemented	8
UI Sound Effects	Every time the user taps on a menu link, a sound will play.	Sound Effects created and implemented	5
<b><i>Microtransactions</i></b>			
Addon Minions	The ability to purchase specialty minions that are different from the game standard.	AddOn Minions are purchasable and function in game	10
Addon Towers	The ability to purchase specialty towers that have unique abilities and provide an enhanced experience in the game.	AddOn Towers are purchasable and function in game	10
Aesthetic Customization	The game map has the ability to be swapped out with purchased maps. This makes the game feel fresh.	Aesthetic Customization are purchasable and function in game	10
Storefront	The overall UI and UX will be completed. The user will have the ability to purchase new minions, towers and maps	Storefront is complete and functional	15

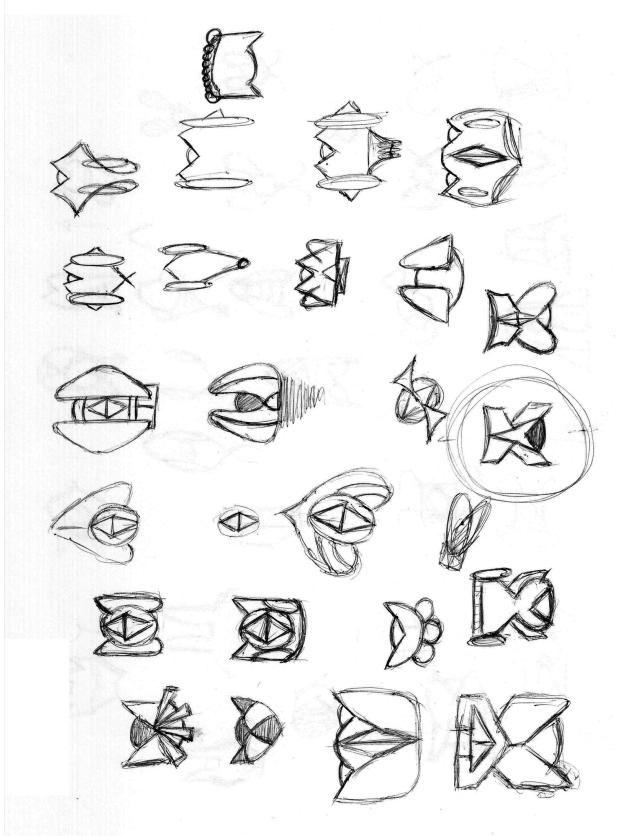
## Storyboarding/Concept Art

### Minions

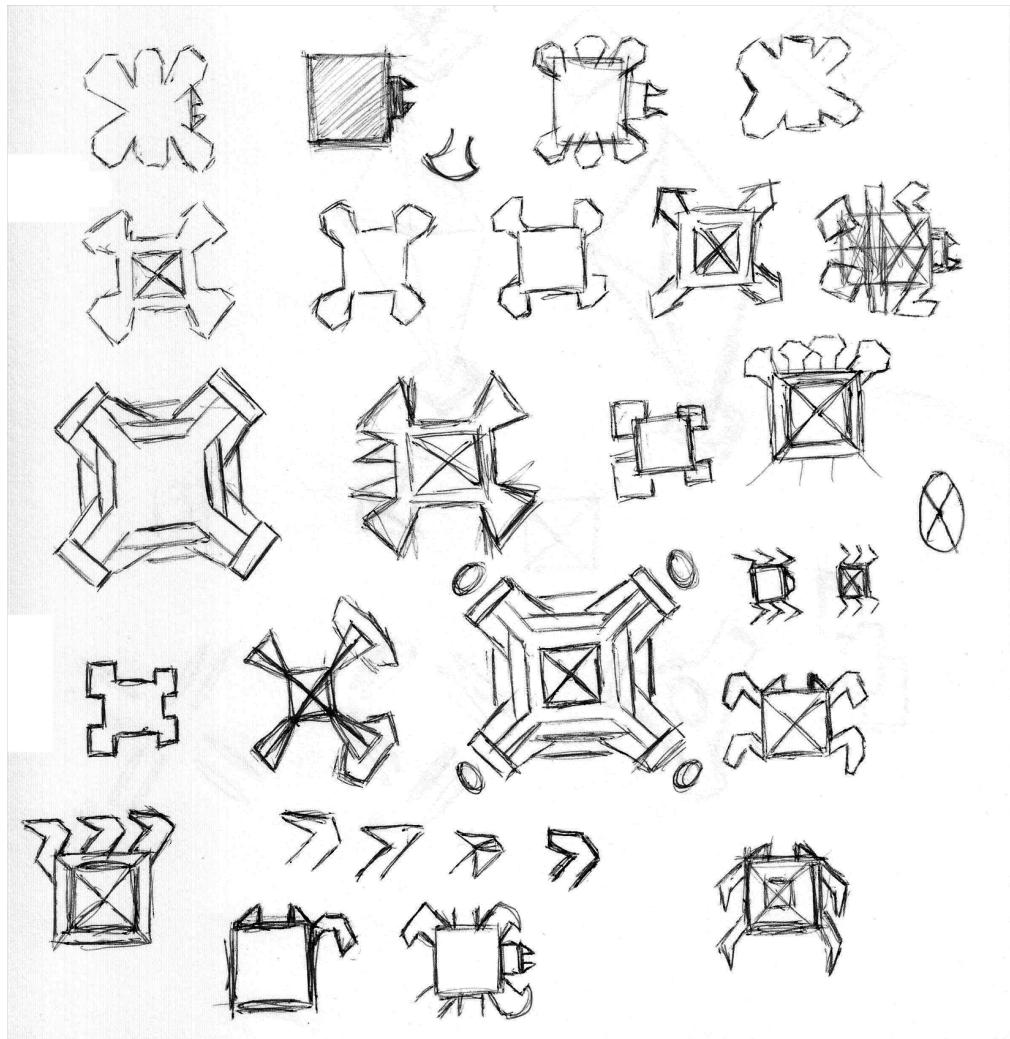
Light minion concepts:



Medium minion concepts:



Heavy minion concepts:

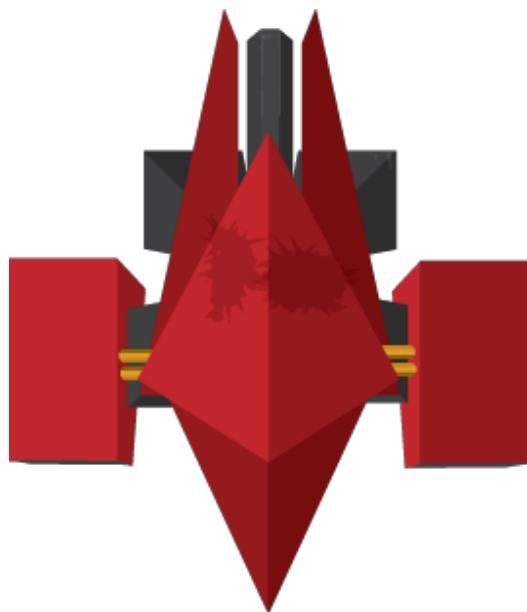


Final Minion Design:

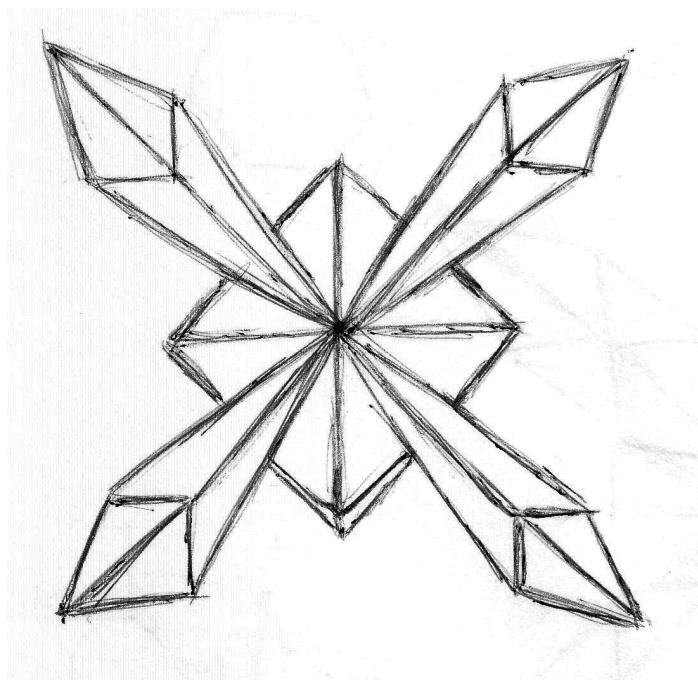
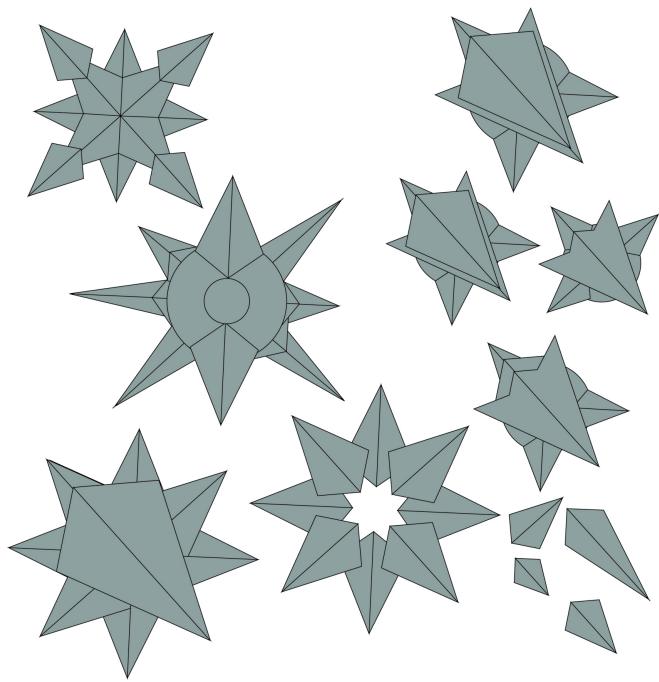
Element Type	Element Icon	Minion Sizes (Light [level 1], Medium [level 2], Heavy [level 3])
Water		
Fire		
Earth		

**Towers**

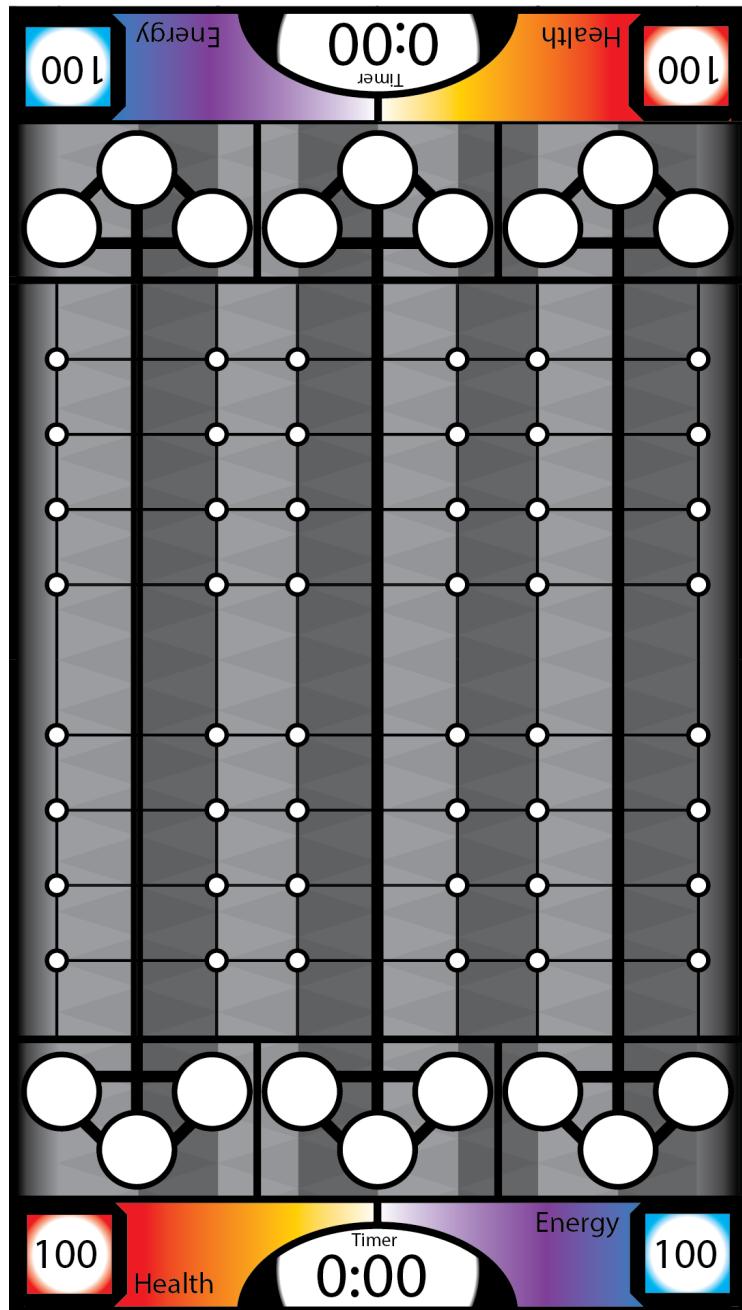
Final Defense Tower:

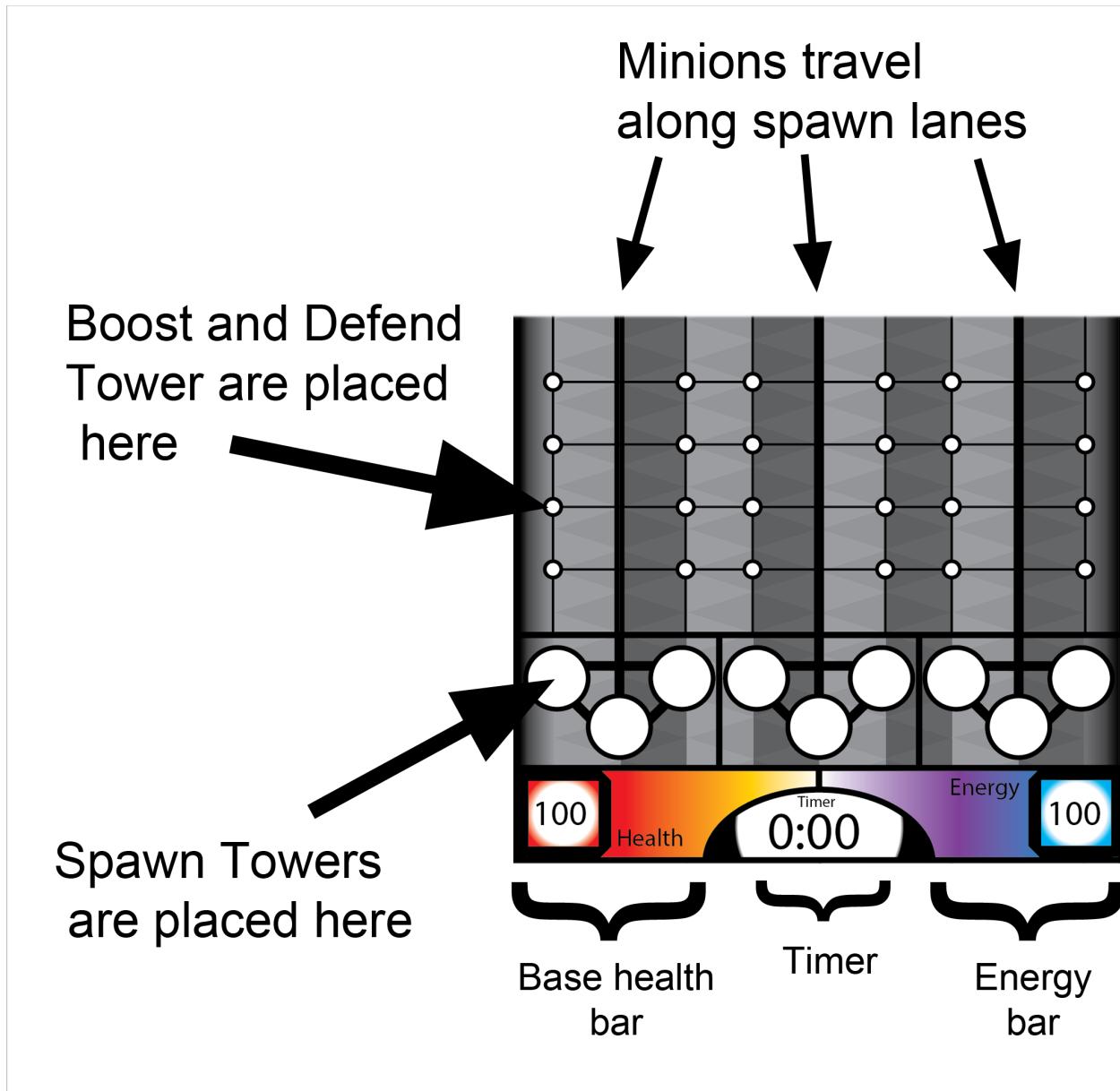


Boost Tower Concepts:



## Map Design





## **User Interface/Experience**

### **1. Title Screen**

- Logo
- Title
  - Beyond The Keep (BTK)
- Background image (static or dynamic)
- Navigation
  - Play game
  - Settings

### **2. Start game interface**

- Game type
  - Classic mode (standard game, limited time)
  - Hardcore mode (standard game, shortened time)
  - Casual mode (standard game, extended time)
  - Tutorial mode (learn to play, unlimited time)
  - Challenge mode (single player)
- Player Selection
  - Player 1 - Top
  - Player 2 - Bottom

### **3. Confirmation display throughout game**

- End turn
  - Yes
  - No
- Confirm turn
  - Yes
  - No
- Begin battle
  - Yes
  - No

#### 4. Planning phase interface

- Buy and place spawn towers
  - Choose elemental types (fire, water, earth)
  - Upgrade (level 1-3)
- Buy and place defensive towers
- Buy and place boost towers
- Sell towers
- Total cash
- Timer

#### 5. Battle phase interface

- Towers activate/deactivate ('on' and 'off')
  - Energy levels
- Minions
  - Health bar
  - Boost indicator
- Map
  - Lanes pulse forward and collide in centre
- Base
  - Health bar

#### 6. End game interface

- Display winner
- Navigation
  - Share score on social network
  - Restart option
  - Main menu

## **Identification of risks and response to them**

*Problem:* Integrating Facebook API

*Solution:* Teammates research heavily into Facebook API development. Sharing online tutorials with one and other, developing a collective understanding on how to develop and implement social integration into Beyond the Keep.

*Worst Case Scenario:* High scores are updated through a website.

*Problem:* Developing through Unity

*Solution:* Members scour through online Unity tutorials. Teammates partake in Unity development workshops, as well as workshops for porting Unity to Windows.

*Worst Case Scenario:* Change game development to Processing.

*Problem:* Boring gameplay mechanics

*Solution:* Improve game mechanics, reduce time spent waiting, quick planning phase, quick UI movement and response, limit decision options and time, implement extensive user testing.

*Worst Case Scenario:* Simplify game mechanics or use game aesthetics as core game entertainment.

*Problem:* Group members sickness/death

*Solution:* Members transition roles and pull more weight to compensate for empty void.

*Worst Case Scenario:* Reduce scope of Beyond the Keep, removing excess features and slimming the game down to accommodate a smaller team size.

*Problem:* Losing files

*Solution:* SVN and backup files. Each member has a backup file for a total of eight copies.

*Worst Case Scenario:* Unable to access both local files as well as SVN. Members will need to resort to using either github or a third party program to manage code between teammates.

*Problem:* Designing an intuitive GUI

*Solution:* Focus development to core design features, for instance; Intuitive design with simple navigation through multiple tiers. Repeatedly consult and refer to user testing. Each member contributes by providing in depth research into what they believe is a successful design.

*Worst Case Scenario:* Extremely basic user interface with limited controls, removing all possible ascetics and focusing on UI/UX design.

*Problem:* Player reveals opponents information.

*Solution:* Conceal game information after players have completed turns. A confirmation dialog guarantees users have ended their turn and have received the tablet without sharing unwanted information.

*Worst Case Scenario:* Potentially we might have players enter a short code to begin their turn.

## Detailed milestone delivery

**Alpha** - The game will be developed in Unity, and all of the major game functions will be functional. The core game mechanics will have been developed to a playable state. Obtuse Moose teammates will begin core Facebook integration.

**Beta** - Balancing of the game will be complete. All character designs will be finalized and implemented. GUI system is implemented. Facebook integration will be tracking basic information and posting to an external database. Debugging and user testing will be a main focus of the beta phase.

**Gold** - Game will be completely polished and ready to publish. All functionalities will be working without any bugs. Facebook integration will be complete and functional. Professional grade music and sound effects will be implemented. Extra time will be devoted to additional content, such as monetization.

## **Staffing requirements**

### *Tyler Dinardo*

Roles: Scrum Master, Programming, Game Design

Tyler studied Computer Science for 1 and a half years before entering the Interactive Multimedia and Design program. Tyler has lots of experience in programming and has some mobile development experience from his previous program, which he hopes will be beneficial to the development of Beyond the Keep. Tyler wants to work in the video games industry after school and as such is hoping to further develop his game design and development skills while working on this project.

### *Zachary Sullivan*

Roles: Project Owner, Game Design, Art/Visual Design, UX/UI Design, Programming

Zach is currently in his second year in the Interactive Multimedia program. With a wide array of team based projects under his belt, Zach is able to provide both programming experience, as well as group management experience. He has worked on graduate level research projects in both solo and team based environments, in some cases acting as team lead. Along side his prior work experience, Zach is passionate about both gaming and UI/UX design. Something which he hopes to further develop his skills on this project.

### *Jake Deugo*

Roles: Concept Art, Art/Visual Design, Programming, Game Design.

Jake studied Computer Science for 1 and a half years with a major in game design before starting the Interactive MultiMedia and Design program. Jake has 1 year of IMD experience. Jake has a firm understanding of game theory and game development. Jake has worked on multiple unreleased, independent games with different teams. Jake has worked on numerous projects relating to graphic design and concept design as well. Jake is artistic in nature. He likes to create music, write and design in his spare time.

### *Chris Hosmar*

Roles: Art/Visual Design, Game Design, UX/UI Design

Chris is currently in his second year of the Interactive Multimedia and Design program. Chris has

experience creating several small video games for PC which will help contribute to the game design of Beyond the Keep. He also has experience in creating user interfaces for web sites, as well as mobile concept work. This will be of great use when creating the UI for Beyond the Keep. He wants to eventually work in the movie industry, yet believes that the creative experience in game design, as well as designing the UI and visual art, will be a solid addition to his portfolio.

## **Team past case study relevant to your project**

Tyler Dinardo: *Flexball*

Jake Deugo: *Flexball, Chess Arena*

Chris Hosmar: *Space Game, iOS 7 quick reply UX concept*

Zachary Sullivan: *Space Game*

### **Flexball**

Flexball is a two player game built in Processing. Players control their angle with potentiometer and use a flex sensors for power. Players win by scoring 5 baskets before their opponent. In order to make this game we needed a firm understanding of Java and Arduino. Sound effects and music were produce for this game along with graphic design for the user interface and map.

### **Chess Arena**

Chess Arena was a turn based game that was also built in Processing. It is similar to chess (1v1) but is limited to only the knight, rook and bishop. Players start at opposite ends of the map. Maps are randomly chosen from a wide selection. After each move, your opponents piece randomly changes to either the knight, rook or bishop. Players win by landing on opponents piece (lands on their square).

## **Space Game**

Space Game is a single player ‘dodging’ game created in Processing. It is similar to the classic ‘Helicopter Game’ in that the player controls a character which is fixed upon the x-axis, but can move along the y-axis in order to dodge approaching obstacles. Space Game is different in that it adds an achievement based system in addition to an obstacle system. The premise of the game is for the player to dodge asteroids while trying to collect space donuts. Each time a donut is collected, the speed of the incoming asteroids is incremented. As the game progresses, the difficulty increases. In addition, the input method is unique as it requires the use of a short range distance sensor to determine the height of the character on the y-axis.

Throughout the process of creating Space Game, many skills were obtained that are applicable to developing Beyond the Keep. By learning about game design theory while creating Space Game, it will be easier and more approachable to build the basic game design of Beyond the Keep. Designing game art for Space Game also provided great experience for designing the art style of Beyond the Keep.

## **iOS 7 quick reply UX concept**

This project consisted of redesigning a current feature in iOS 7. The feature chosen to be redesigned was the current method iOS 7 uses to reply to text messages from a notification. The redesigned method allows the user to stay in the app, while the original method required the user to switch between apps.

The experience gained in designing this quick reply feature will benefit the UX and UI design in Beyond the Keep. The similar thought process behind designing a better UX in iOS 7 can be applied to designing the UX and UI in Beyond the Keep.

## **Use/case scenario (Flowchart, Users performing all possible tasks)**

*Examples Use Case: On Break.*

Albert and Steve are two students in university. They love to play competitive games with friends, but in their ever increasingly busy lives have less and less time to. Beyond the Keep is the game for them because it offers them quick, easy and convenient competitive gameplay, which also has enough depth to it to hold their interest. Albert and Steve have a lunch break in the middle of their school day where they're looking for something to do, they decide to play Beyond the Keep. Beyond the Keep is ideal for them because it requires only 1 device; which many people carry on their person anyway, so its easy to have with you.

Albert pulls out his tablet and launches Beyond the Keep. In this example both players are already familiar with the game; had they not been though they could run through our brief tutorial mode to familiarize themselves with the game. Albert navigates through the menu and launches a 'Classic Mode' match of Beyond the Keep.

The game begins and both players are shown the map. Quickly after that player 1; Albert, is instructed to pick up the tablet and begin the planning phase. Albert quickly comes up with a plan and places towers accordingly. Once finished he passes the tablet to Steve who does the same. During this time Albert is both re-evaluating the moves he placed and trying to get a sense of what Steve is doing.

Steve finishes planning and the tablet is placed down between them. The initial scouting phase begins. Each player gets a sense of what the opposition placed on their last turn and begin to formulate new ideas for their second turn. Albert notices Steve is playing a lot of defensively minded towers in his center lane, and a lot of boosting towers on his outside ones! With this new knowledge Albert begins his planning phase; he places lots of defences on his outside lanes to try and counter Steve's boosted outer lane strategy, and he places lots spawn towers in the middle lane to overwhelm his defences.

When both players are done their planning phase this time the real game begins. Players watch the outcome of their planning unfold in front of their eyes in the Battle Phase. Was Steve

bluffing? Did Albert place enough defensive towers? All these questions are answered in this phase. During this phase both players toggle on and off the towers they see as most beneficial at any given time. When the battle phase ends, if no player is victorious, we return back to the planning phase. If someone did win however they can now celebrate their victory!

Steve and Albert enjoy the game so much they begin to invest in new packs which unlock new minions and towers, and begin to personalize their game by purchasing new aesthetic customization options.