

1. Uniwlo

A strategy game that requires players to always have a plan
as there is no ways to undo if they make a
mistake

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3. Game Overview

i. Game Concept

Due to a sudden virus outbreak, Company X main frame has been corrupted. With the last line of defence being the firewall, Company X has designed virtual turrets to protect the important files behind it. However since it was an ambush, the virtual turrets that were made in a hurry, with limited resources, to counter the viruses were not made to last. You as the commander of these turrets would have to find a way to fight the enemies off before they reach the firewall and collapse it.

ii. Genre

- Strategic Tower Defence

iii. Target Audience

- People who like strategy game
- People with a Barter player type of Achiever

iv. Unique Selling Points

- Towers have a limited lifespan
- Towers continue to take up space even after its lifespan is depleted
- Have a limited amount of towers per level

v. Feature Set

- Towers have a limited lifespan
- Towers continue to take up space even after its lifespan is depleted
- Have a limited amount of towers per level
- Multiple enemy and tower types with their unique abilities
- Multiple paths where enemies can come from
- Player need to defend the firewall which all the enemies from different paths will try to attack
- Enemies will attack in waves (similar to Bloons Tower Defence)
- Earn stars based on how much health the tower has left at the end of level

vi. Platforms

- PC

vii. Game Flow Summary

- Players would be able to choose three towers from a range of towers
- For each type of towers there would be a limit to the total amount of towers you can place on the map
- For each type of tower there would also be a lifespan
- Winning conditions: Survive all the waves and prevent the enemies from reaching the Firewall and collapsing it

viii. Visual Style

- Cyberpunk/futuristic
- Serious feel

ix. Project Scope

- Number of Location (1)
 - Cyber-city landscape
- Number of Levels (3)
 - Tutorial
 - Level 1
 - Level 2
- Number of NPCs (0)
- Number of Interactive Items (5 towers)

4. Gameplay and Mechanic

i. Gameplay

Pitch (gameplay video):

The pitch gameplay begins with the place-holder tutorial levels. There are 3 icons on the right side each with the specific tower name at the bottom and the amount left on the left. Players can place their towers anywhere on the map and must survive all 4 ways to attain victory. At the bottom of the tower there is a circle indicating the lifespan of the tower, once the circle is empty, the tower is useless and becomes dead weight. If the enemy reaches the firewall on the far right, the firewall takes damage. If the enemies collapse the firewall, the player loses.

<https://drive.google.com/drive/folders/1s8NwhfcVJkRay3c2Hy-HpeA6R08J0cF>

Alpha (gameplay video):

This is a gameplay video for level one of our game

<https://drive.google.com/file/d/1tMXGm8WNyrlD3bwGvMvnwgPb5qnaLo1C/view?usp=sharing>

Milestone (gameplay video):

This is a updated gameplay video for level one of our game for comparison to alpha game

<https://drive.google.com/file/d/1-AEtVA3kaYlcJN2TFsuTcLHiFHwFJj10/view?resourcekey>

Beta (gameplay video):

This is a full gameplay video of our game that covered all the levels

https://drive.google.com/drive/folders/1wOjglyBAObjypDeX1qQGR_HwPhNTiN7G

ii. Mechanics

- Physics (How does the 'physical' universe of the game work?)
 - Enemies have a variable that makes it moves at a certain speed as it floats towards the firewall
 - There is no gravity in the game
 - There are area detection by the towers and some bullets that allows them to attack and deal damage in a larger area respectively
- Movements
 - Enemy: moves along the path until it reaches the end of the path
 - Deals damage upon hitting firewall
- Objects (Towers)
 - Click the towers to summon them
 - Drag them around the map and click again to place them
- Actions
 - Press enter to summon a new wave of enemy when player is ready

- Combat
 - Towers placed down will seek and shoot the enemy closest to the wall in its range
 - Enemies will move and attack the firewall
- Economy
 - Limited amount of towers to place down per level
 - Each tower having a lifespan
 - No currency
- Dynamics
 - Our game supports different play styles such as a full offensive playstyle or a more defensive playstyle. This was seen during our beta playtest where some players would go with a full offensive build using the attack towers (AOE, short-range, long-range, laser) but steer clear of the debuff tower as to them it was useless. On the other end of the spectrum we have players that really enjoyed using the debuff towers and found it extremely useful when paired with an attack tower.
 - Another playstyle we realize players have is they either place most of their towers in the first few rounds or save them for the last few rounds while taking some damage in order to counter the stronger enemies.
- Scalability
 - Requires multiple playthroughs as the game is easy to learn but hard to master. Players would need to apply their knowledge from other runs in order to get a perfect score.
 - Players would also need multiple playthroughs to try and find the best build suitable for them.
- Uniqueness
 - No returns (any tower you placed are final and cannot be removed)
 - Deadweight (towers continue to take up space after they die)
 - Limited amount of towers

iii. Screen Flow

Main menu -> level select -> select level -> select towers -> start game -> victory/defeat screen -> back to level select and loop this flow

defeat screen -> replay button and exit button
 victory screen -> show score -> go back to level select

iv. Game Options

- Background Music and SFX volume settings

- Where to place towers
- Type of towers to use in level

v. Replaying and saving

- All levels stars are saved upon level end
 - When player replays the level and gets a higher score, the higher score is saved upon level end
- All game data are saved upon leaving the application
- Level and tower placement would not be saved if left mid-game

vi. Cheats and Easter Eggs

- None

5. Setting, Story and Character

i. Game World

- Inside a computer
- Cyberpunk city

ii. Story and Narrative

- Due to a sudden virus outbreak, Company X main frame has been corrupted.
- With the last line of defence being the firewall, Company X has designed virtual turrets to protect the important files behind it.
- However since it was an ambush, the virtual turrets that were made in a hurry with limited resources to counter the viruses were not made to last.
- You as the commander of these turrets would have to find a way to fight them off before they reach the firewall and collapse it.

iii. Characters

Towers (Alpha)

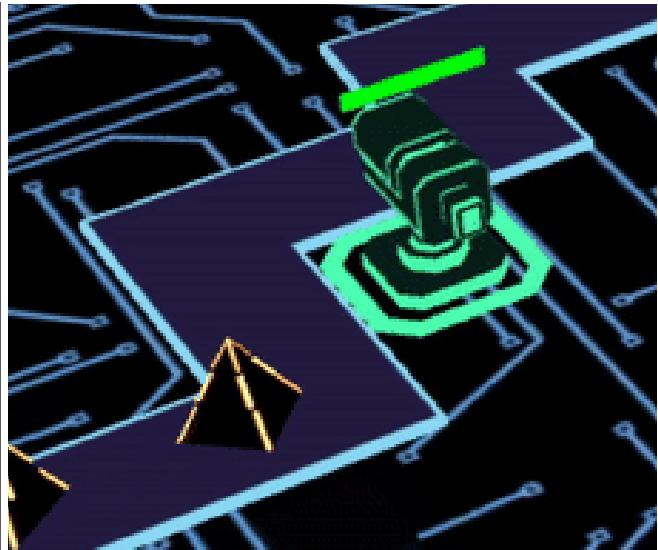
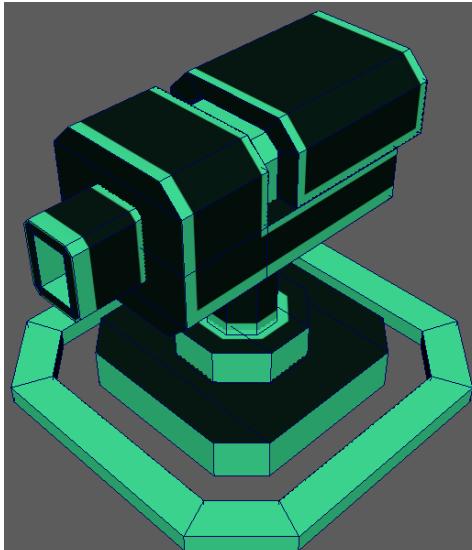
Name	Range	Attack Damage	Attack Speed	Specialty
Short-ranged	Medium	2	4	-
Long-ranged	Large	2	4	-
AoE	Medium	3	6	Deals splash damage on impact
Multi-shot	5	5	1	Shoot 3 bullets at a time in a spread pattern
Laser	5	5	1	Targets 4 enemies in a row

Towers (Beta)

Name	Range (radius)	Attack Damage	Attack Speed (seconds)	Specialty

Short-ranged	23	2	0.8	-
Long-ranged	30	1	1	-
AoE	25	2	1.8	Deals splash damage on impact
Debuff	25.3	-	-	Slows down enemies by half
Laser	30	1.5	1	Targets enemies in a row

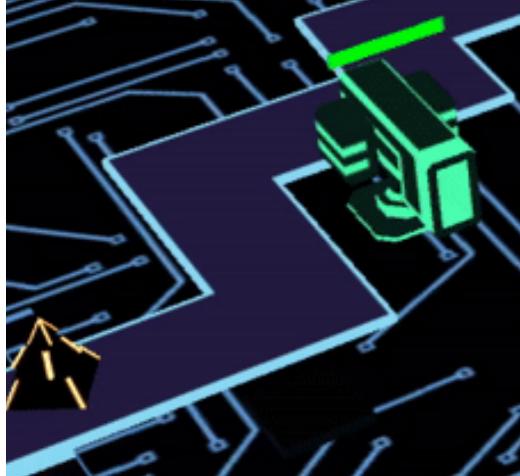
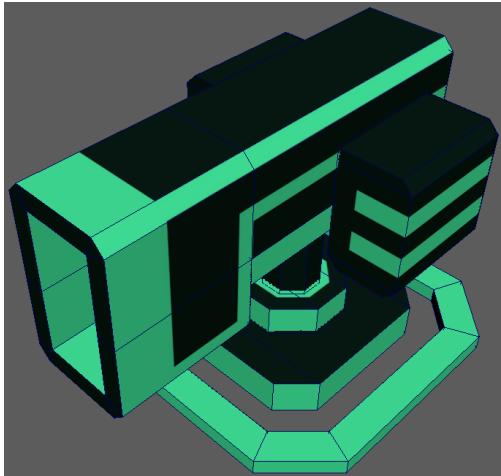
Short-ranged:



Turret blocking and render:

Turret animation:

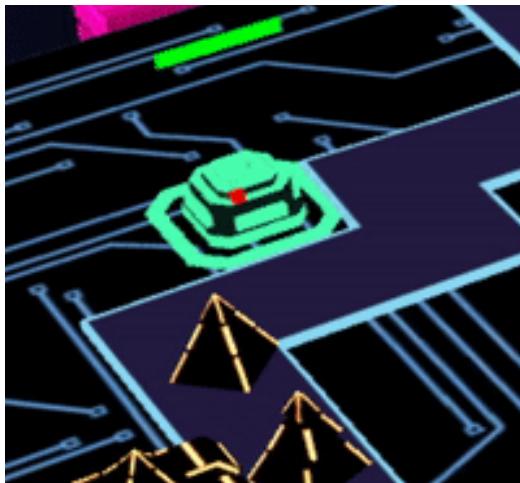
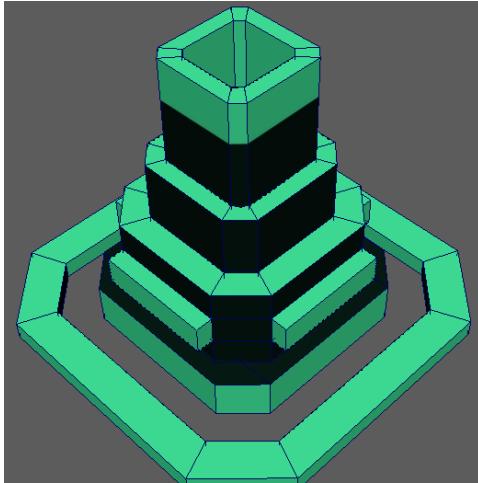
Long-ranged:



Turret blocking and render:

Turret animation:

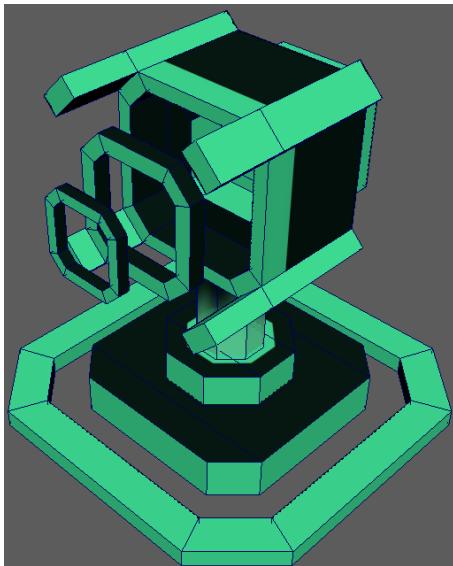
Area-of-effect(AOE):



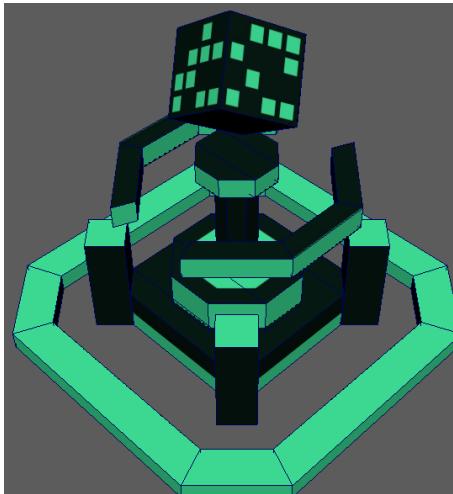
Turret blocking and render:

Turret animation:

Laser:



Turret blocking and render:



Turret blocking and render:

Turret animation:

Enemies (Milestone)

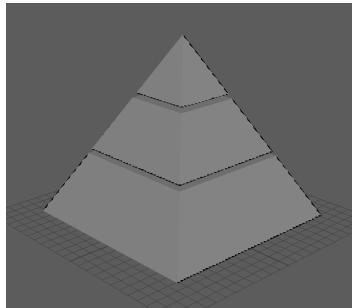
Name	Health	Attack Damage	Move Speed	Specialty
Normal	6	2	11	-
Exploding	4	8	10	Explode into 3 enemies on death

Buff Enemy	10	4	11	-
Invincible Enemy	5	5	5	Becomes invincible for 2 seconds at an interval of 4 seconds
Shield	8	5	11	Can only be damaged from the front

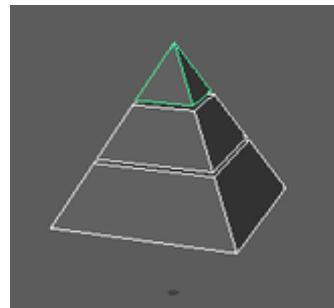
Enemies (Beta)

Name	Health	Attack Damage	Move Speed	Specialty
Normal	6	2	11	-
Exploding	4	8	11	Explode into 3 enemies on death
Buff	10	4	11	-
Invincible	6	5	5	Becomes invincible for 5 seconds at an interval of 2 seconds
Shield	6	5	11	Can only be damaged from the front

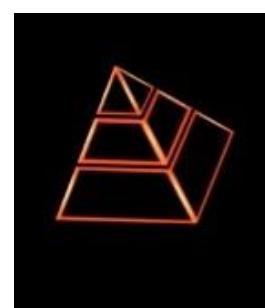
Normal Enemy:



Enemy blocking:

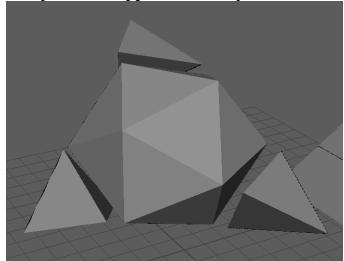


Enemy Animation:

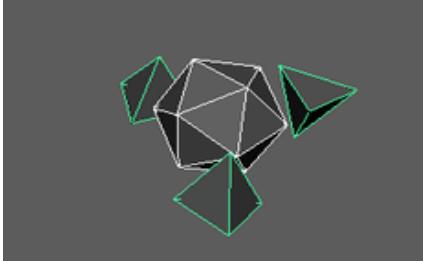


Enemy texture render:

Exploding enemy:



Enemy Blocking:

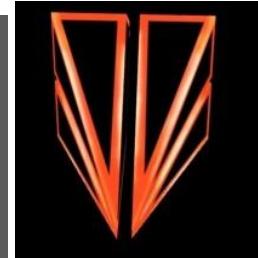
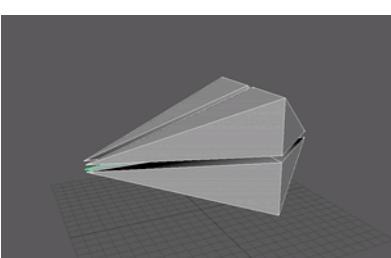
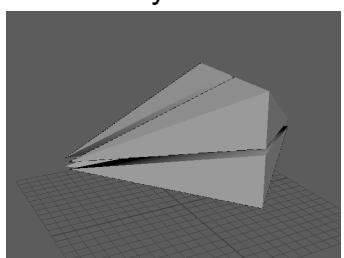


Enemy Animation:



Enemy texture render:

Buff Enemy:

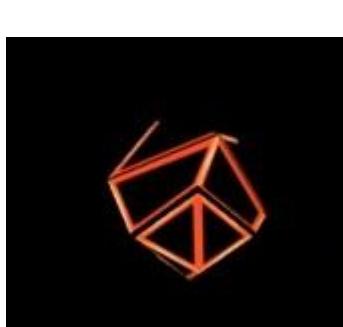
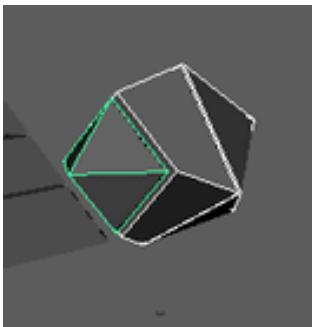
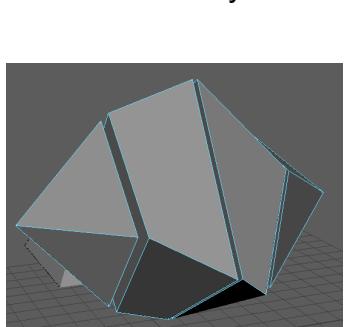


Buff enemy blocking:

Buff enemy animation:

Buff enemy render:

Invincible Enemy:

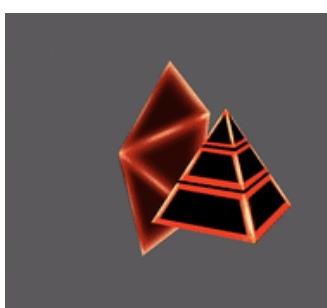
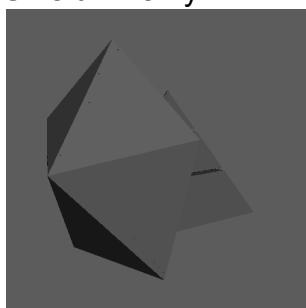


Invincible enemy blocking:

Invincible enemy animation:

Invincible enemy render:

Shield Enemy:



Shield enemy blocking:

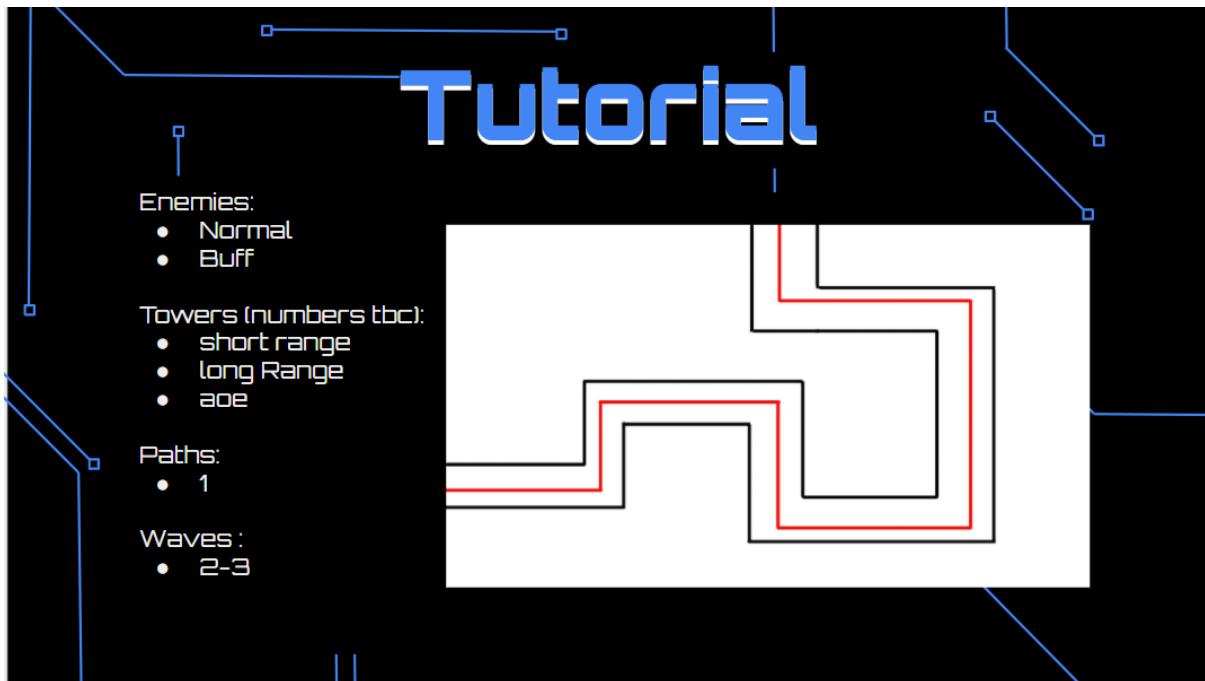
Shield enemy animation:

Shield enemy render:

6. Levels

Tutorial

- Tutorial teaches the basic gameplay to show how the controls work [placing towers, start waves]
- It also introduces the buff enemies and normal and the basic towers [short range, long range, aoe]
- To slowly introduce the game, there is only one path with 3 waves to allow players to get used to the gameplay loop
- The movement flow is from the left to the top
- No cut scenes
- Objectives: Kill all the enemies before they destroy the firewall
- Physical description
 - The buff enemy looks like tank, normal enemy is like a pyramid
 - The towers are also around the same size as the enemies
 - The width of the enemy is equivalent to the width of the path
- Tutorial Text:
 - Welcome to terminus! Before we start, choose 3 towers from the tower select screen. To cancel click on the tower again. Otherwise, when you are ready click on the continue button and let's kick some viruses ass!
 - These icons represent your towers. The numbers represent the amount of towers left. To place towers, click the icon, hover over the play area, and click again to build. To cancel, right click.
 - The bar on top of the tower represents its health, it depletes every wave. Once the bar is drained, the towers are obsolete and would no longer function but act as dead weight.
 - This is your firewall health and the only thing stopping the viruses from entering the city. Do not let it reach zero or it would result in defeat.
 - That's the end of the tutorial. Last but not least, press enter whenever you are ready to start a new wave



Paths:

1. Enemies move from the left to top middle on the red path

Player has no path and can place towers anywhere

- Need to be careful of dead space of towers when lifespan expires
- Aware of the range of towers

Current level walkthrough (enemy spawning):

* 1 = normal enemy, 2 = buff enemy

Milestone

Wave 1:

Path 1 - 112112122

Path 2 - 112112122

Wave 2:

Path 1 - 222112112

Path 2 - 222112211

Wave 3:

Path 1 - 112113113

Path 2 - 112113113

Beta

Wave 1:

Path 1 - 1112112122

Wave 2:

Path 1 - 2222112222

Wave 3:

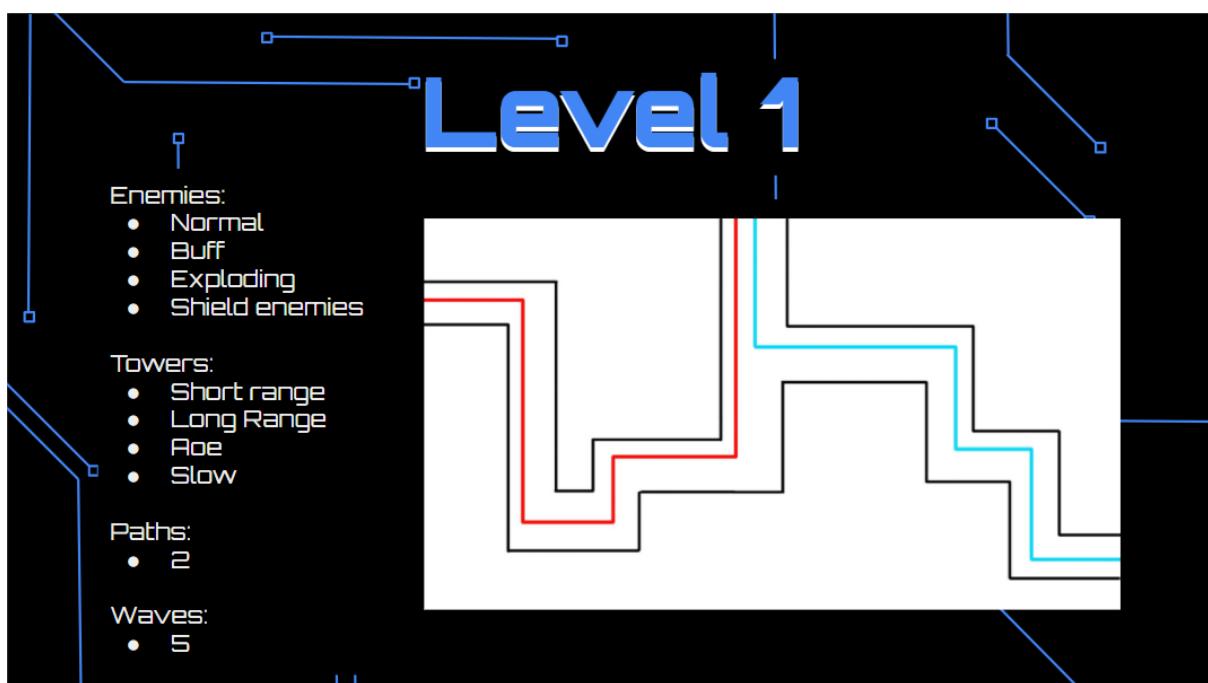
Path 1 - 2222222222

Turrets available for use:

2 short-range turrets, 2 long-range turrets, 1 AoE turret

Level 01

- Level 1 introduces 2 new enemies (shield enemy and exploding enemy) and 1 new tower (slow tower) to the game, to further increase the difficulty. One more path was also added to the level, allowing enemies to attack from 2 directions
- The movement flow of the level is simple, enemies are deployed from the left and right to converge to the top where the firewall is.
- Cutscene [pending, not discussed yet]
- Objectives: Kill all the enemies before they destroy the firewall
- Physical description
 - The normal, shield and exploding enemies are the same size; the shield enemy being a normal enemy with an additional shield
 - The towers are also around the same size as the enemies
 - The width of the enemy is equivalent to the width of the path



Paths:

1. Enemies move from the left to centre top on red path
2. Enemies move from the right to centre top on the blue path

Player has no path and can place towers anywhere

- Need to be careful of dead space of towers when lifespan expires

- Aware of the range of towers

Current level walkthrough (enemy spawning):

* 1 = normal enemy, 2 = buff enemy, 3 = exploding enemy 4 = Shield enemy

Milestone

Wave 1:

Path 1 - 112112122

Path 2 - 112112122

Wave 2:

Path 1 - 222112112

Path 2 - 222112211

Wave 3:

Path 1 - 112113113

Path 2 - 112113113

Beta

Wave 1:

Path 1 - 33321132

Path 2 - 33322131

Wave 2:

Path 1 - 33332114

Path 2 - 31223444

Wave 3:

Path 1 - 31212344

Path 2 - 31214444

Wave 4:

Path 1 - 31222344

Path 2 - 31211344

Wave 5:

Path 1 - 32323344

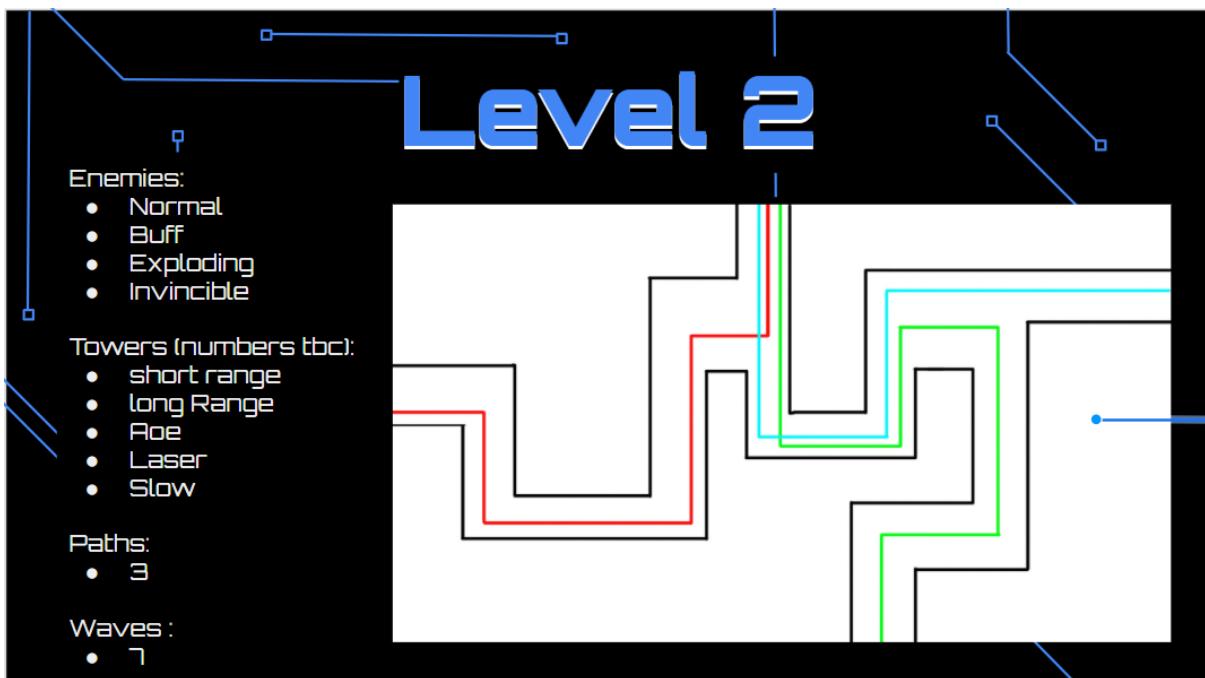
Path 2 - 33233444

Turrets available for use:

2 short-range turrets, 2 long-range turrets, 1 AoE turret, slow turret

Level 02

- Level 2 introduces the invincible enemy, which is the strongest enemy in the game, further difficulty increase through adding a third path to the level
- The movement flow of the level is simple, enemies are deployed from the bottom, left and right to converge to the top where the firewall is.
- Cutscene [pending, not discussed yet]
- Objectives: Kill all the enemies before they destroy the firewall
- Physical description
 - The towers are also around the same size as the enemies
 - The width of the enemy is equivalent to the width of the path



Paths:

1. Enemies move from the left to top middle on the red path
2. Enemies move from bottom right to top middle on the green path
3. Enemies move from the right to the top middle on the blue path

Player has no path and can place towers anywhere

- Need to be careful of dead space of towers when lifespan expires
- Aware of the range of towers

Current level walkthrough (enemy spawning):

* 1 = normal enemy, 2 = buff enemy, 3 = exploding enemy 4 = shield enemy 5= invincible enemy

Alpha

Wave 1:

Path 1 - 112112122

Path 2 - 112112122

Wave 2:

Path 1 - 222112112

Path 2 - 222112211

Wave 3:

Path 1 - 333211132

Path 2 - 112112122

Beta

Wave 1:

Path 1 - 33422131

Path 2 - 112112122

Path 3 - 223122131

Wave 2:

Path 1 - 34352134

Path 2 - 44223311

Path 3 - 115533211

Wave 3:

Path 1 - 34352134

Path 2 - 55323144

Path 3 - 442231544

Wave 4:

Path 1 - 25333244

Path 2 - 35332114

Path 3 - 423323344

Wave 5:

Path 1 - 25533344

Path 2 - 35532244

Path 3: 133442555

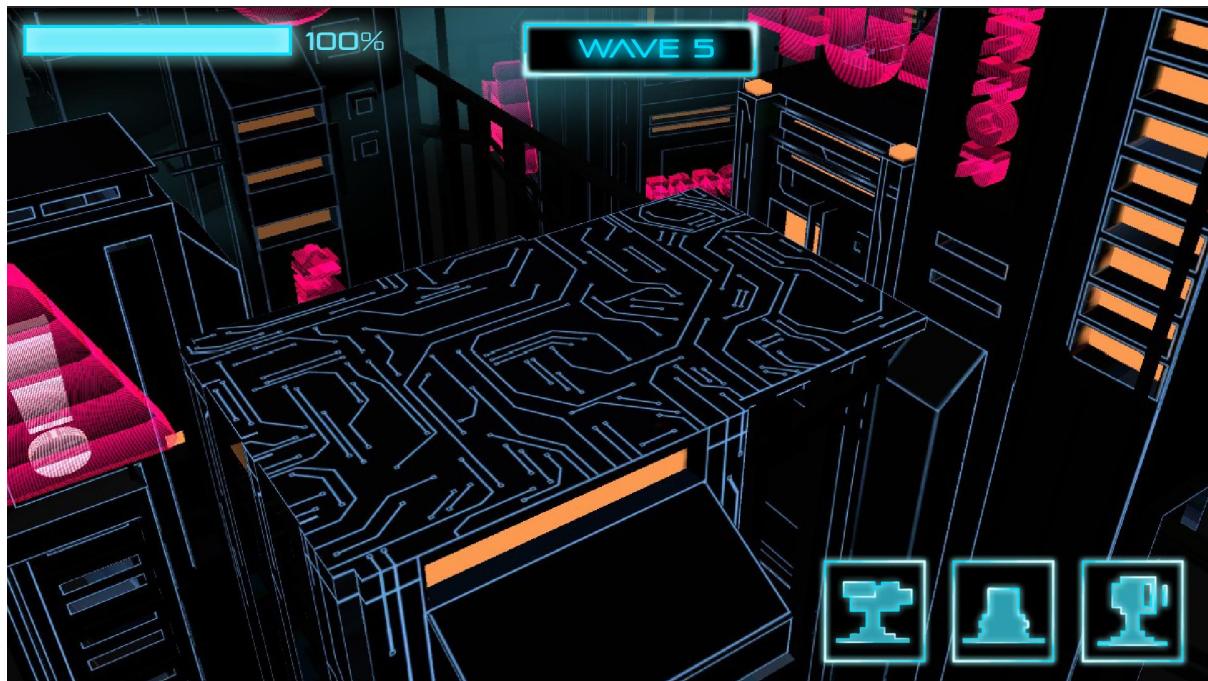
Turrets available for use:

2 short-range turrets, 2 long-range turrets, 1 AoE turret, laser turret, slow turret

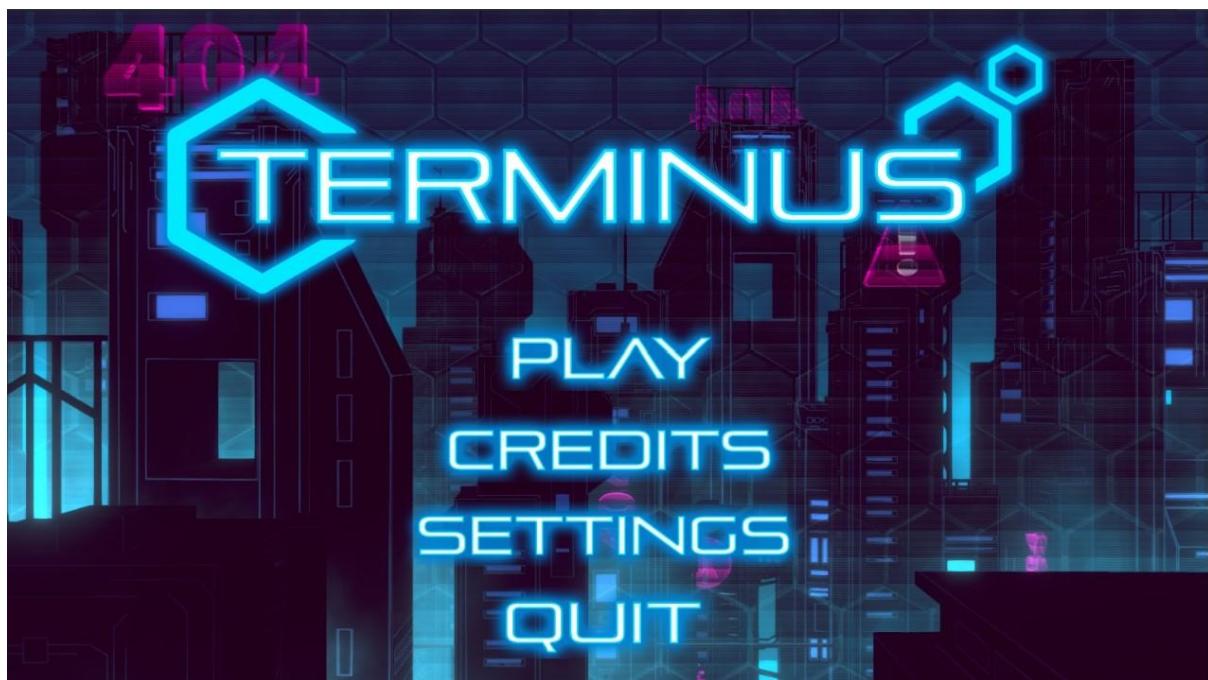
7. Interface

i. Visual System

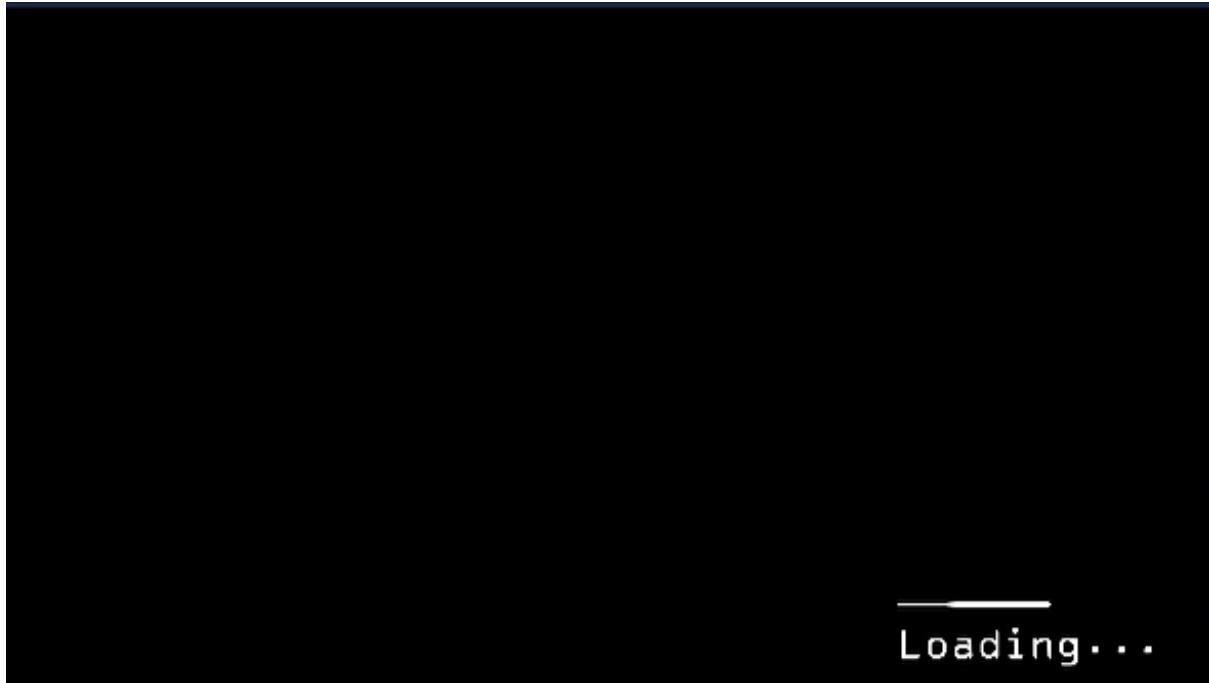
Since our game is not UI intensive most players found our UI to be functional and any problems we had during the playtest have been solved with a tooltip.



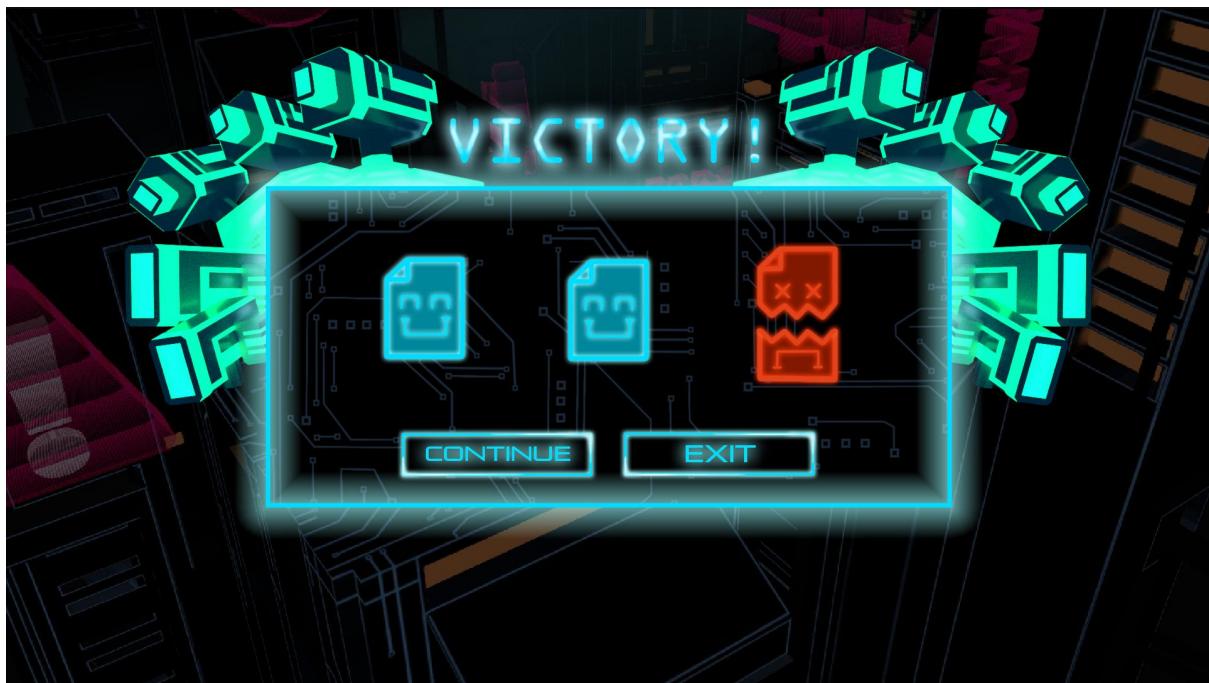
HUD and camera View (Isometric view):



Main menu screen:



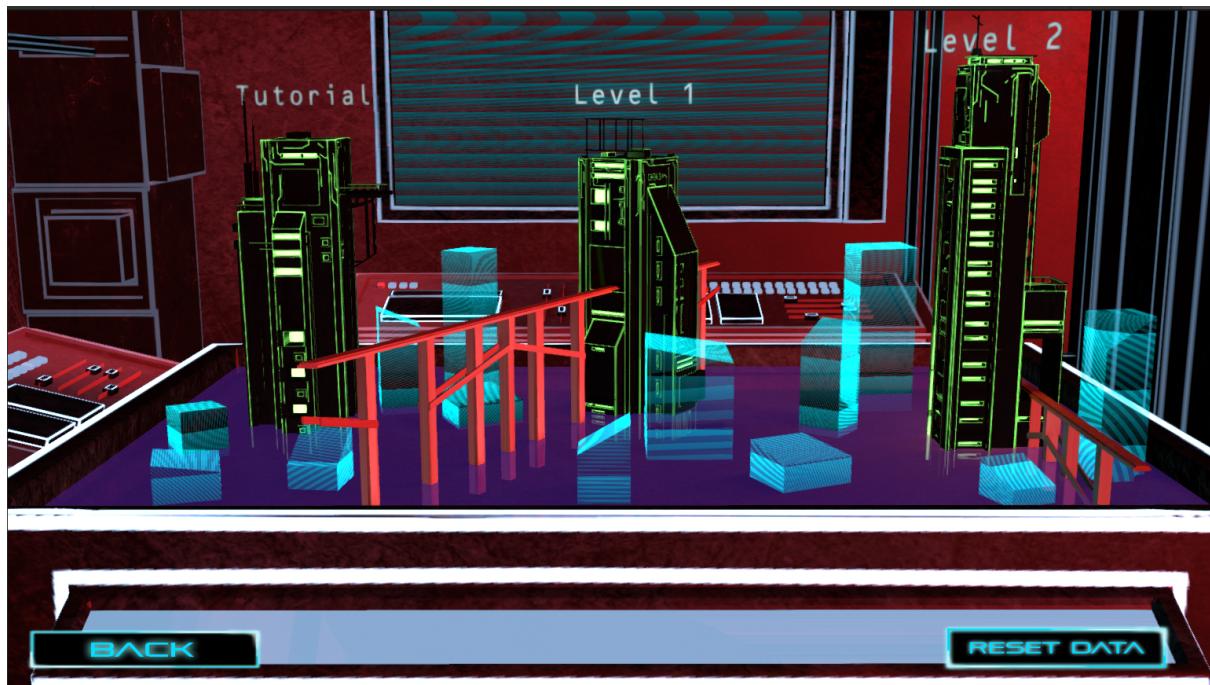
Loading screen:



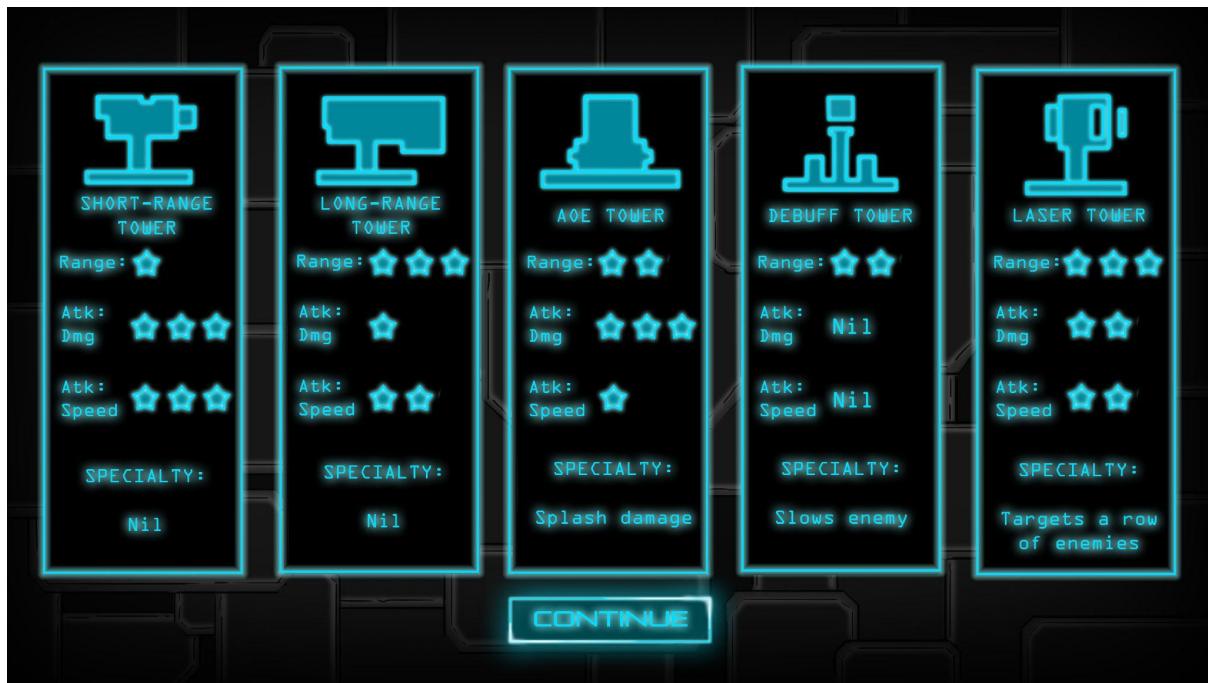
Victory Screen:



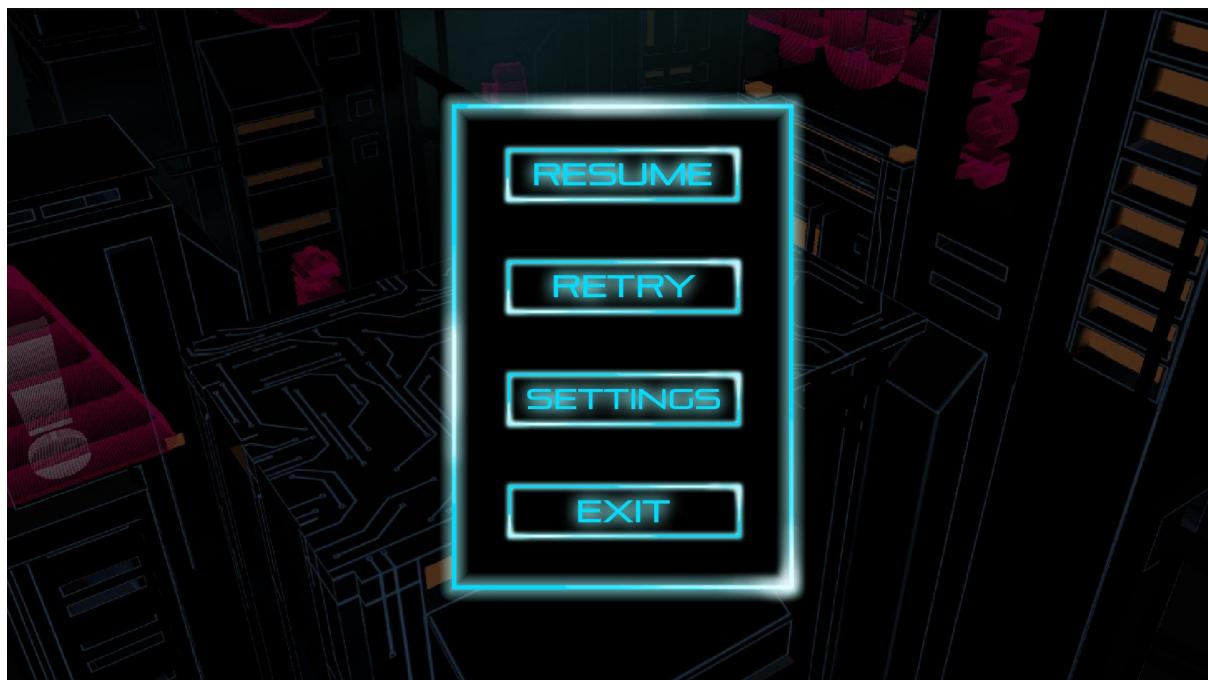
Defeat Screen:



Level select Screen:



Turret select screen:



Pause Screen:

ii. Control System



Firewall Health bar:

wave counter for player's information:



Long range tower icon: AOE tower icon: Short range tower icon:



Laser tower icon: Debuff tower icon:

iii. Audio

- Sound played on enemy death
- Sound played on enemy hitting wall
- Sound when bullet hits enemy [planned]
- Background music that is different each level [planned]

iv. Help System

- Tutorial incorporated in first level (tutorial level)

8. Artificial Intelligence

i. Enemy AI

- Move to the next waypoint in its route until it reaches the end
- Attack the tower [firewall] once it reaches the end

ii. Support AI

- Find an enemy that is closest to the tower [firewall]
- Aim for that target until it dies, goes out of range or is overtaken
- Re-target to the next enemy

9. Technical

i. Target Hardware

- Computer

ii. Development hardware and software

- Maya
- Photoshop
- Unity

iii. Development procedures and standards

- Each update in Unity is always accompanied with summary of changes

iv. Game engine

- Unity engine

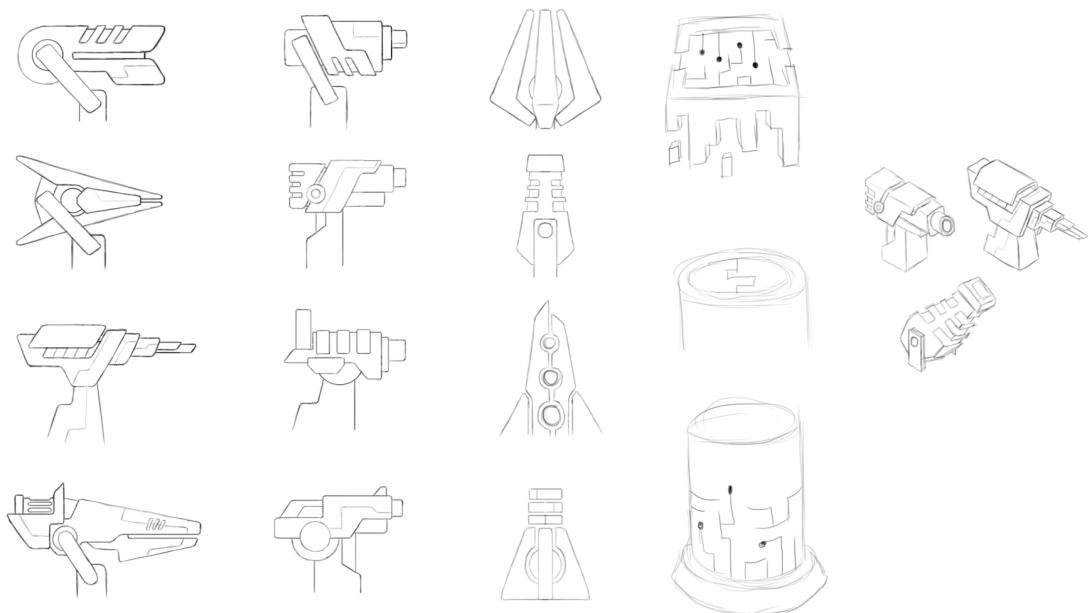
v. Scripting language

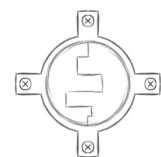
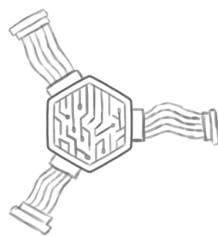
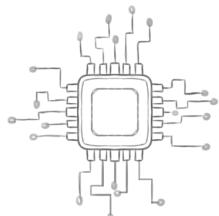
- C#

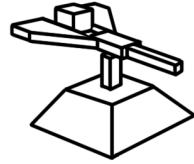
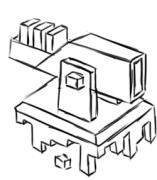
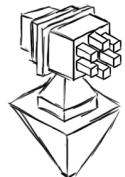
10. Game Art

i. Concept Art

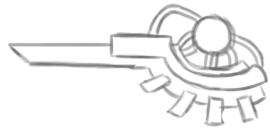
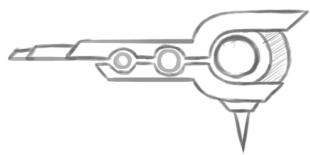
Turrets:



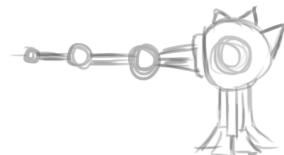
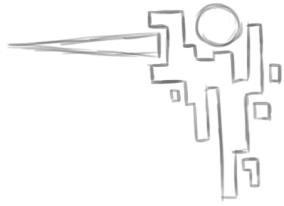
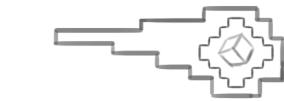




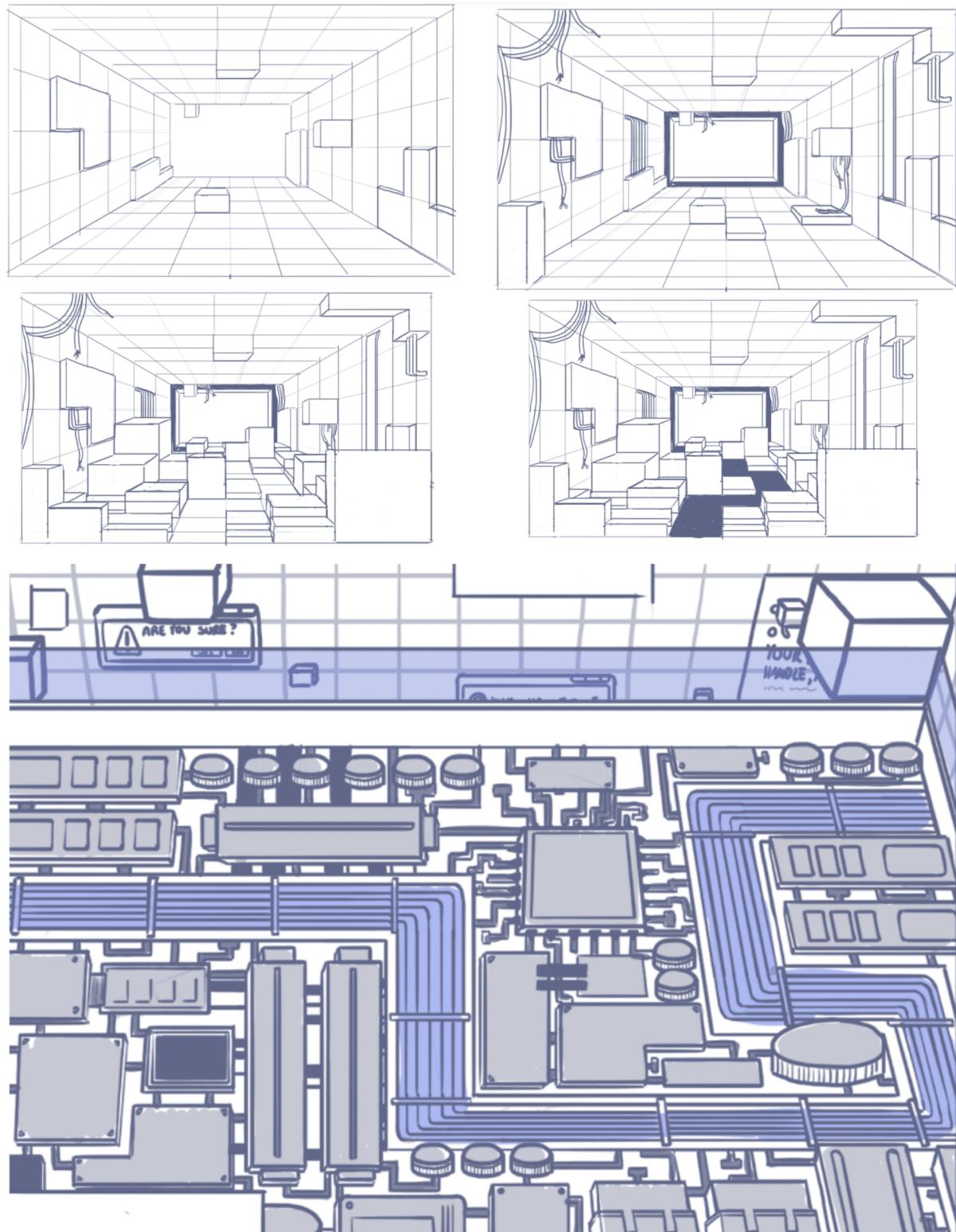
Robotic

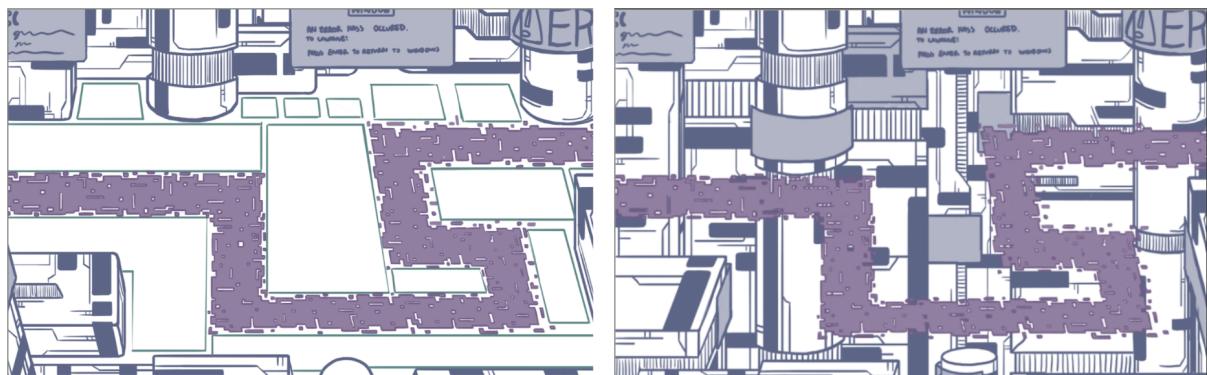


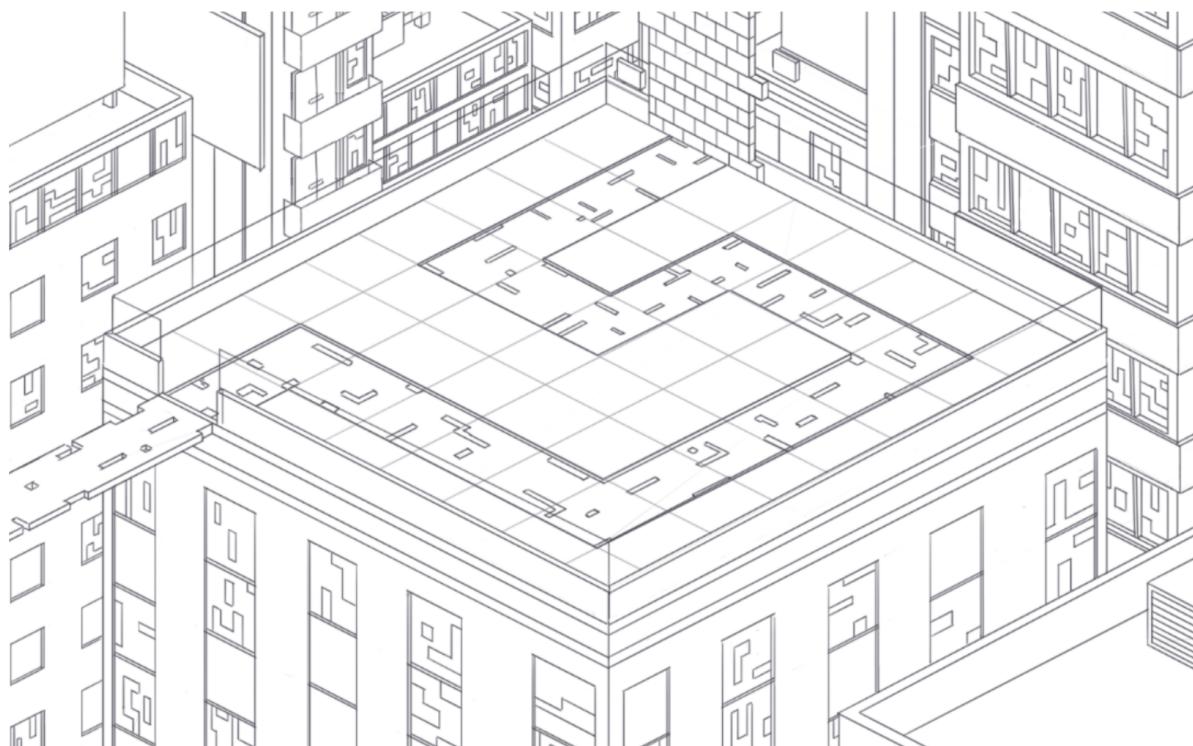
Hologram-ish?



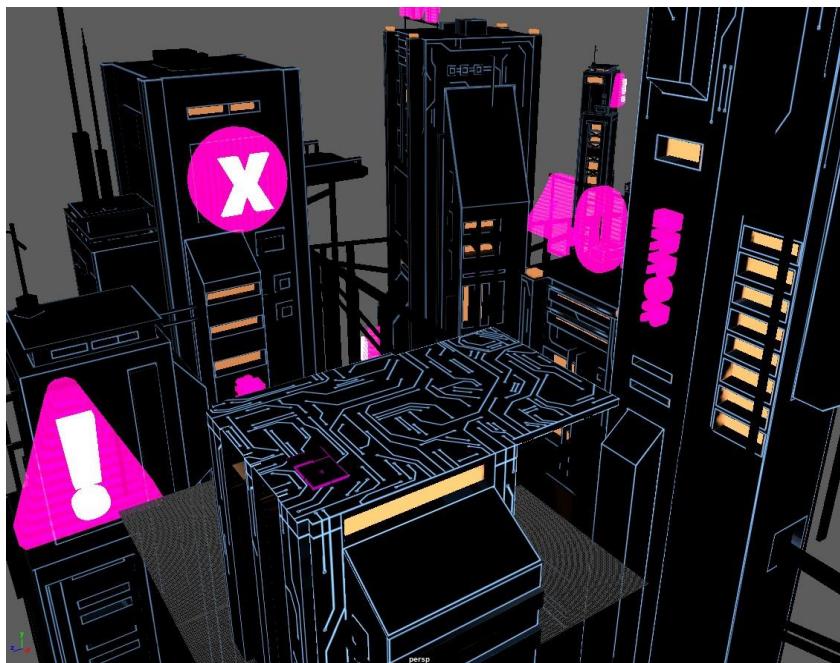
Environment:

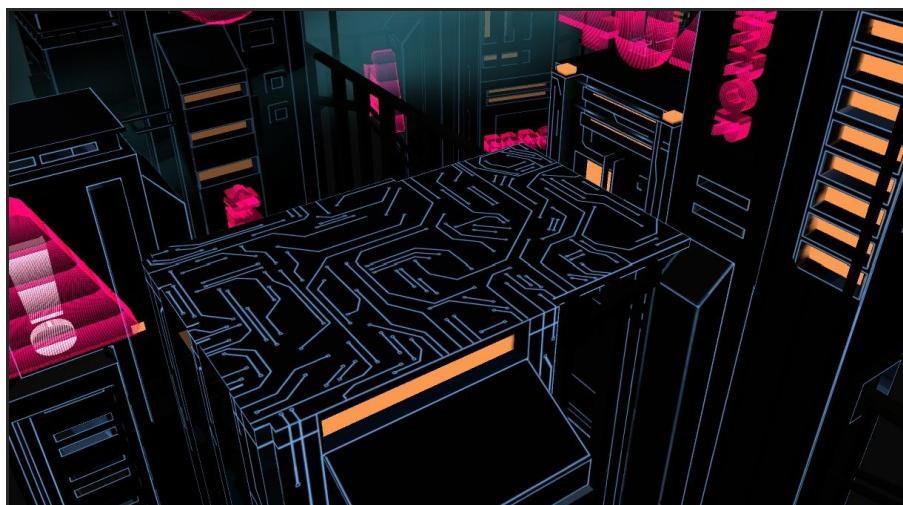
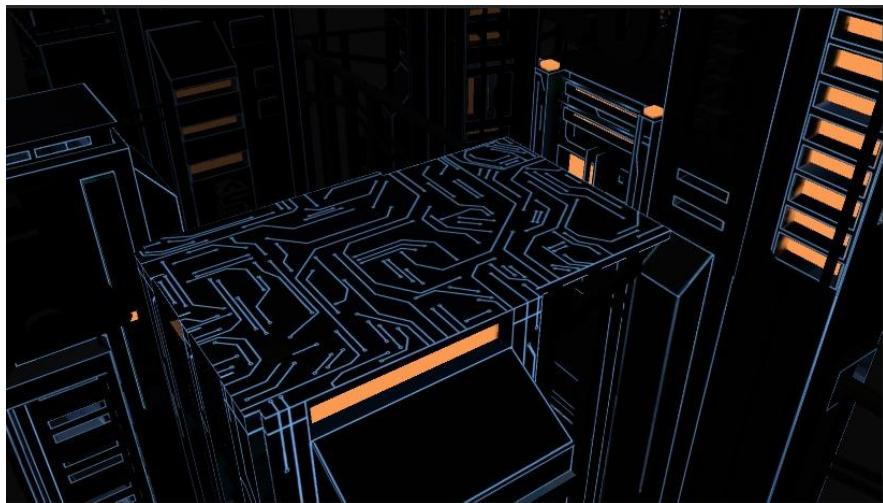




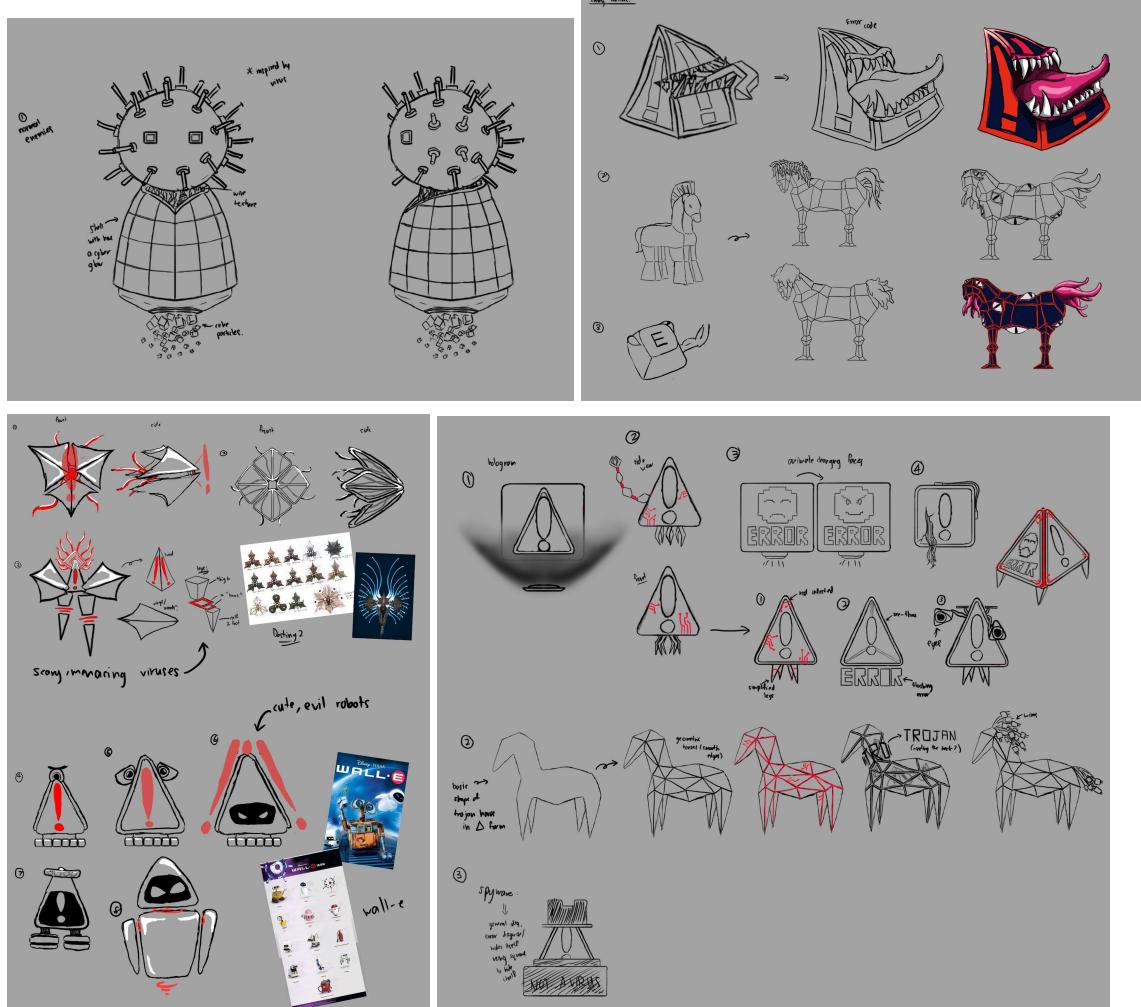


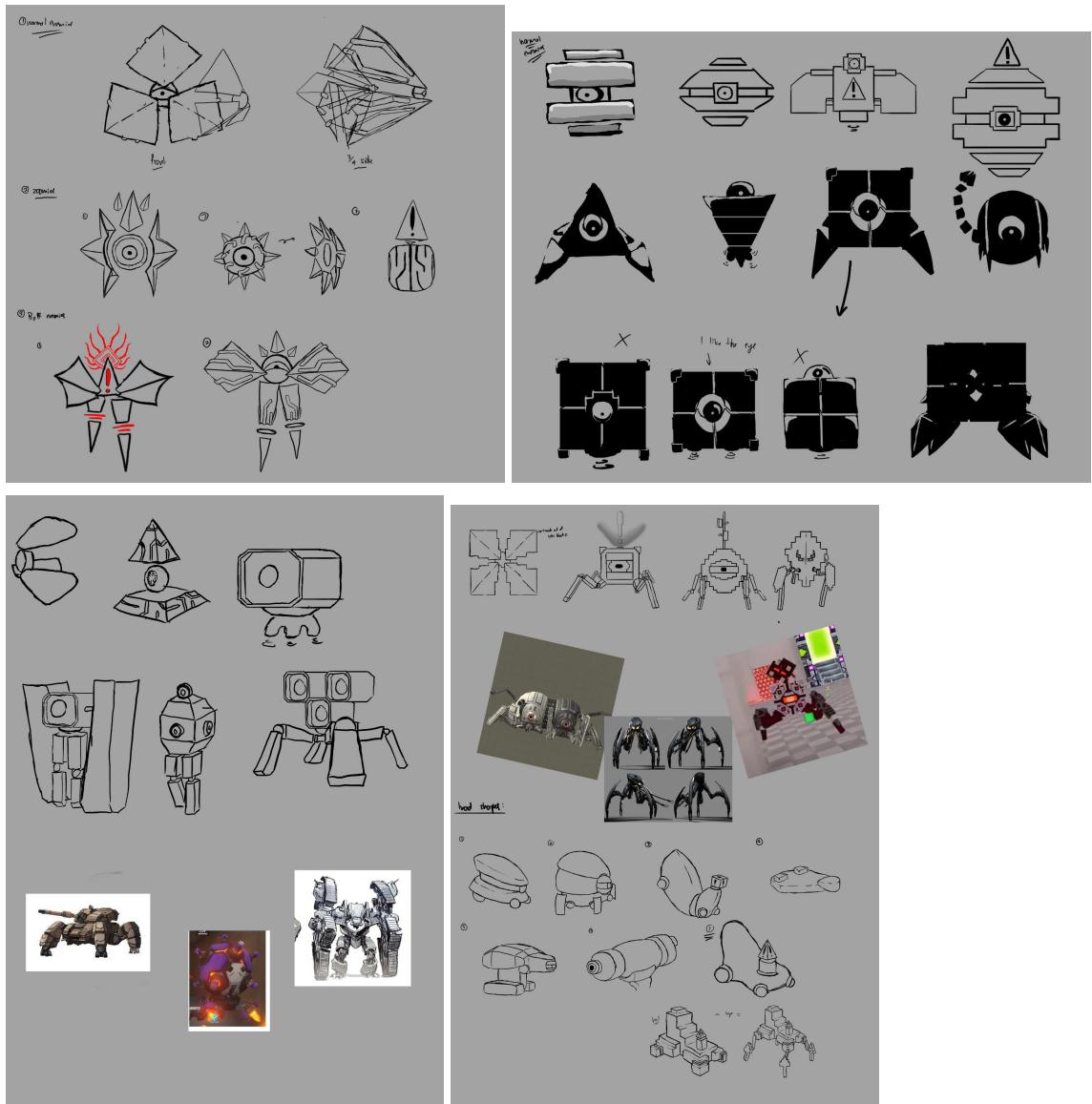
Maya Render:



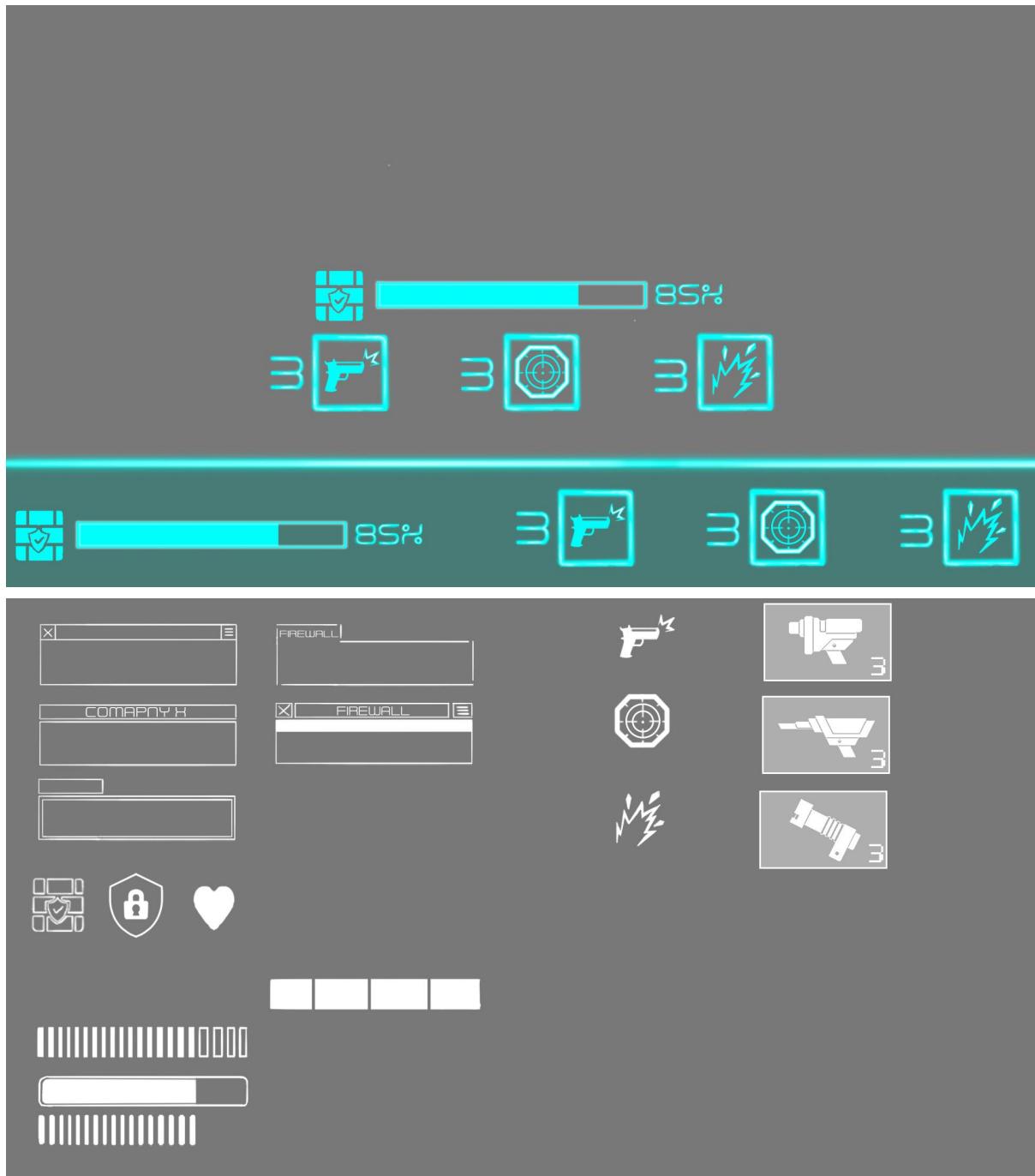


Enemies:





UI:



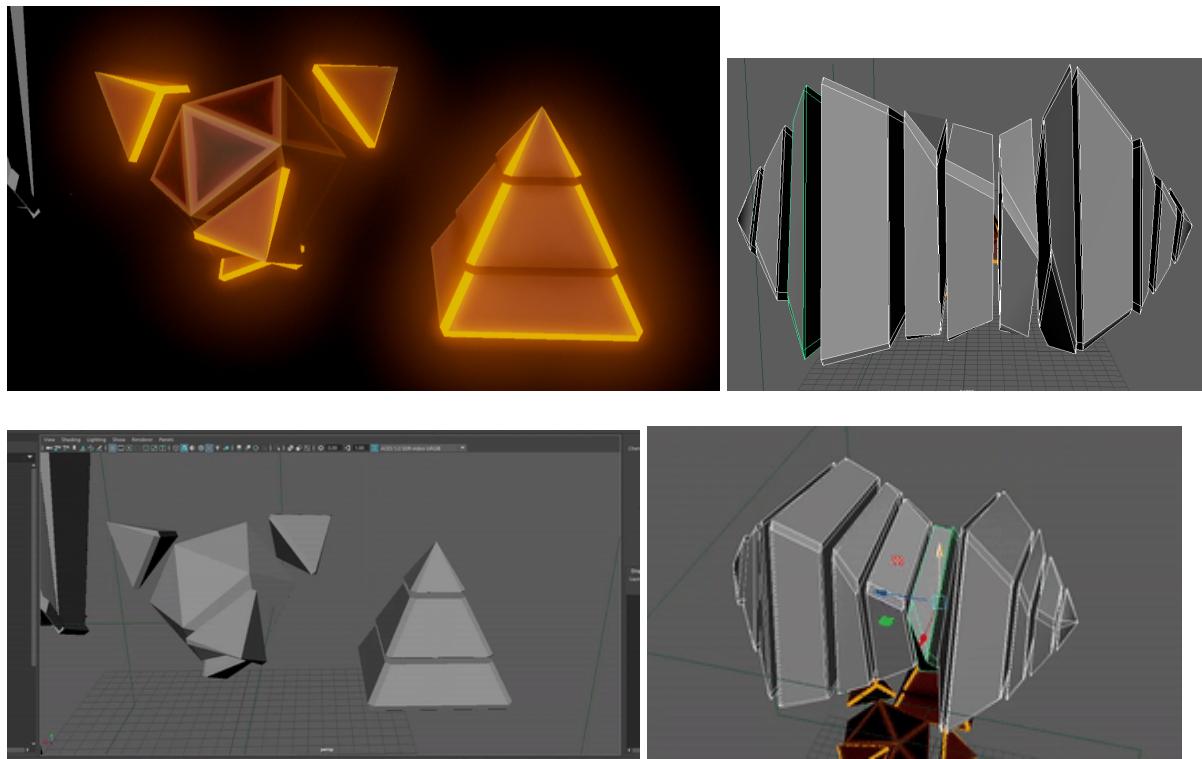
ii. Style guides



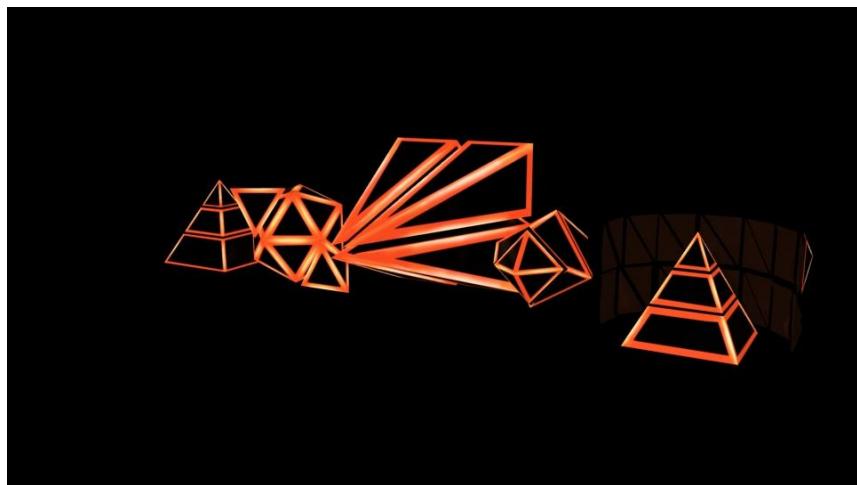
- Blocky shapes
- Diagonals are allowed, round shapes are not
- Chamfered edges except for enemies

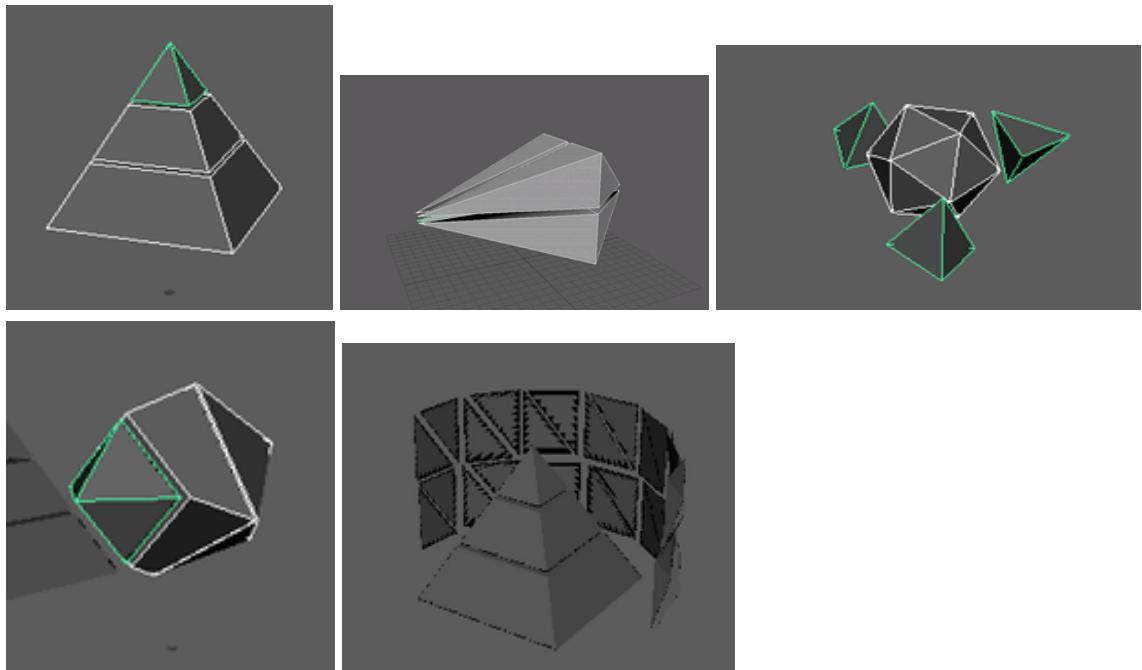
iii. Enemies

Alpha:

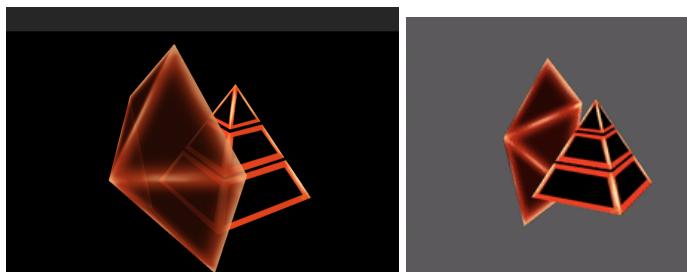


Beta:



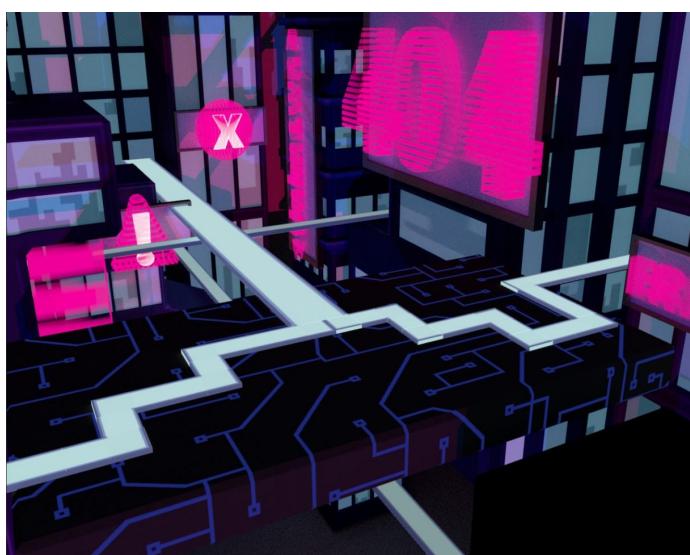
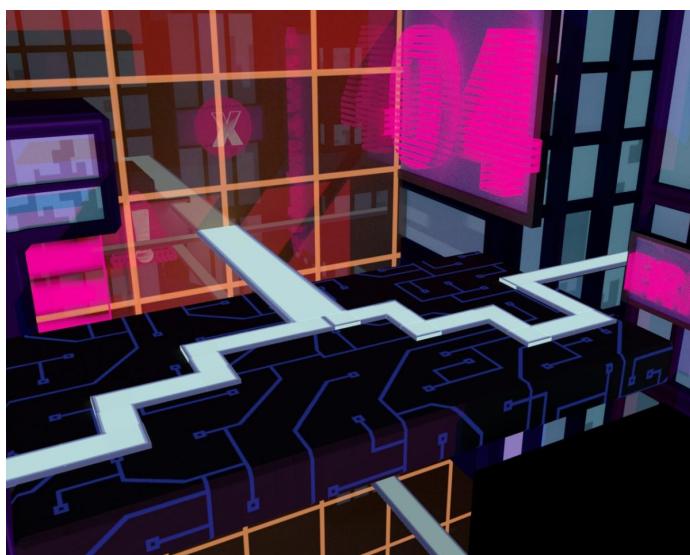
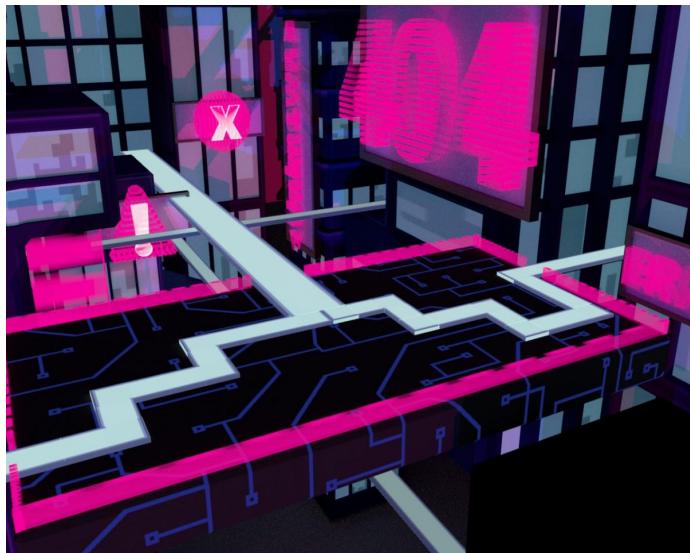


Gold:

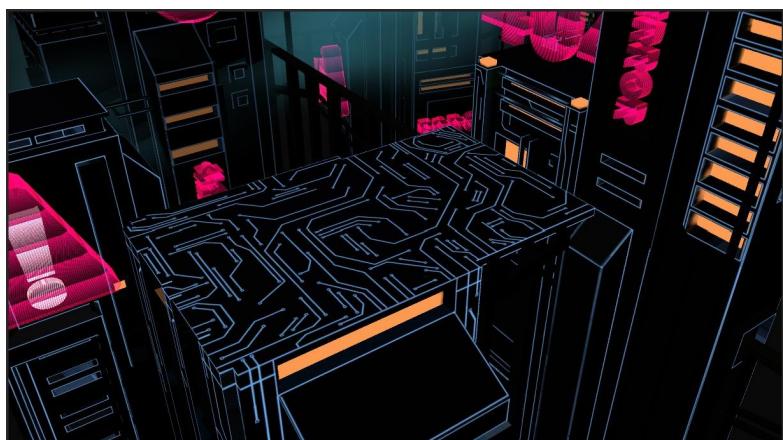
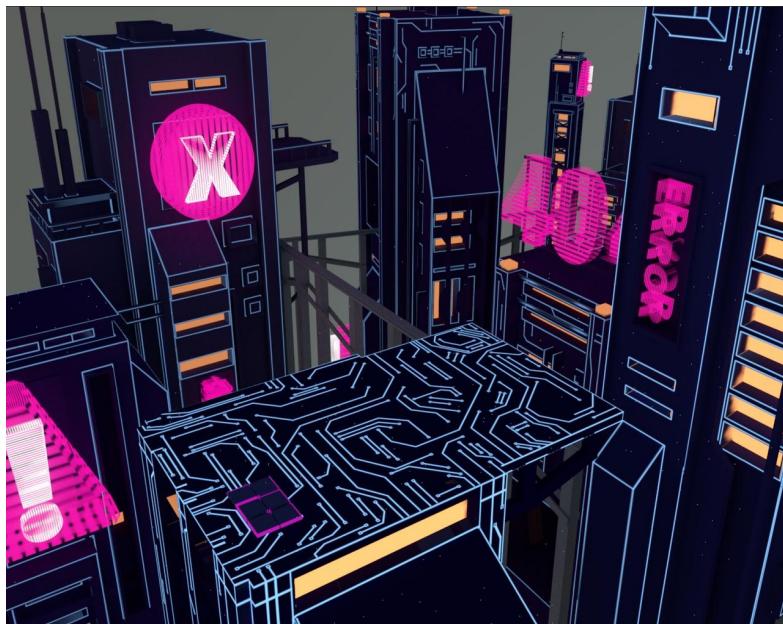


iv. Environments

Alpha :



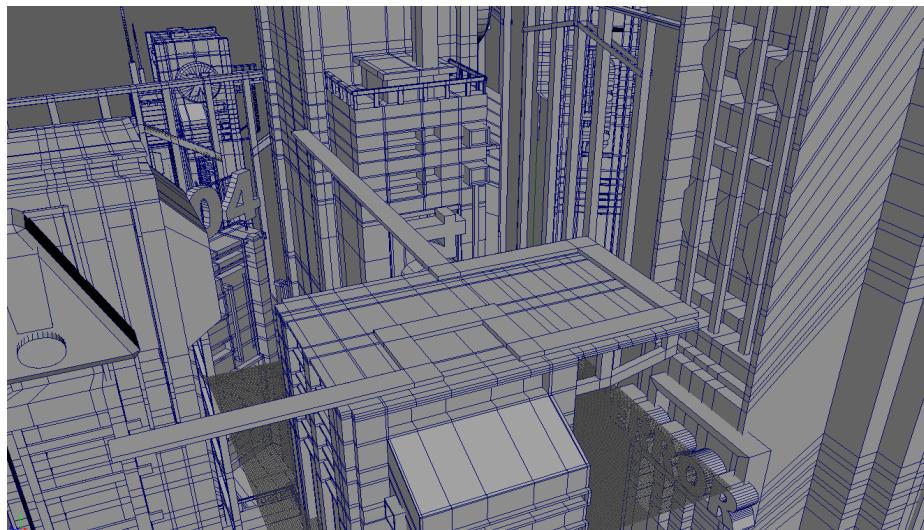
Milestone Update:



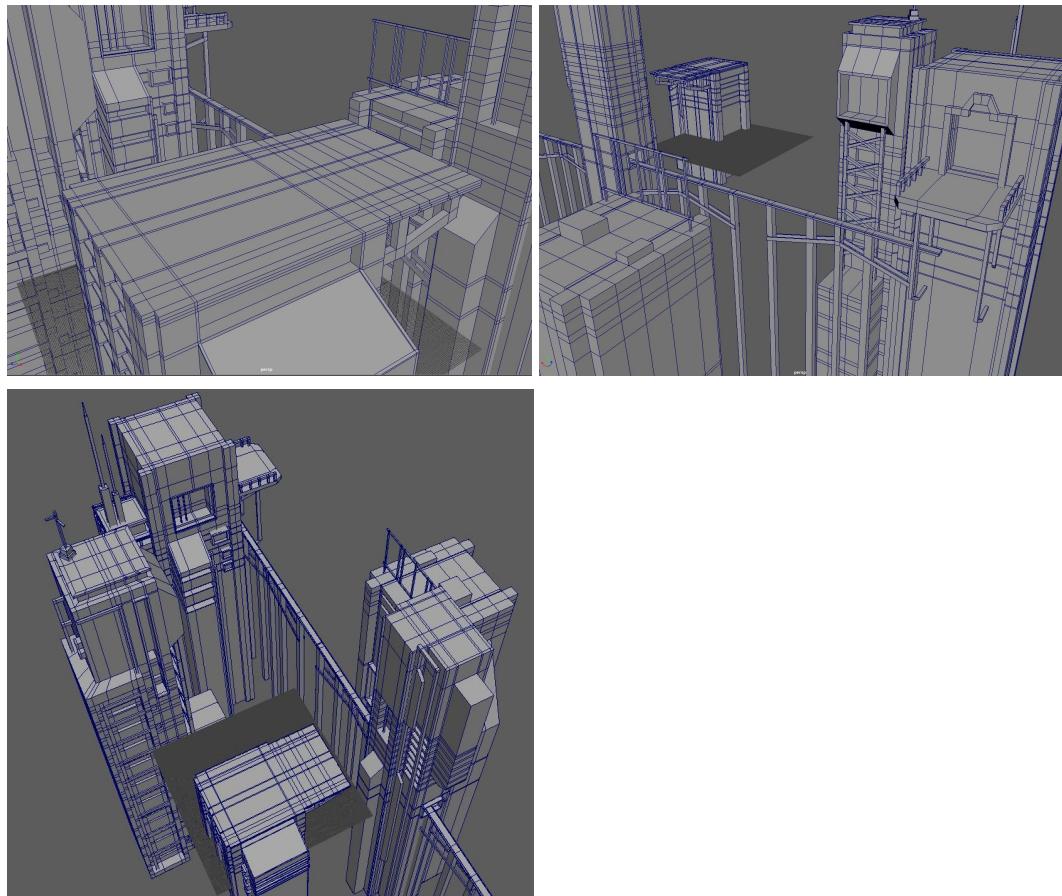


Beta Building design update:

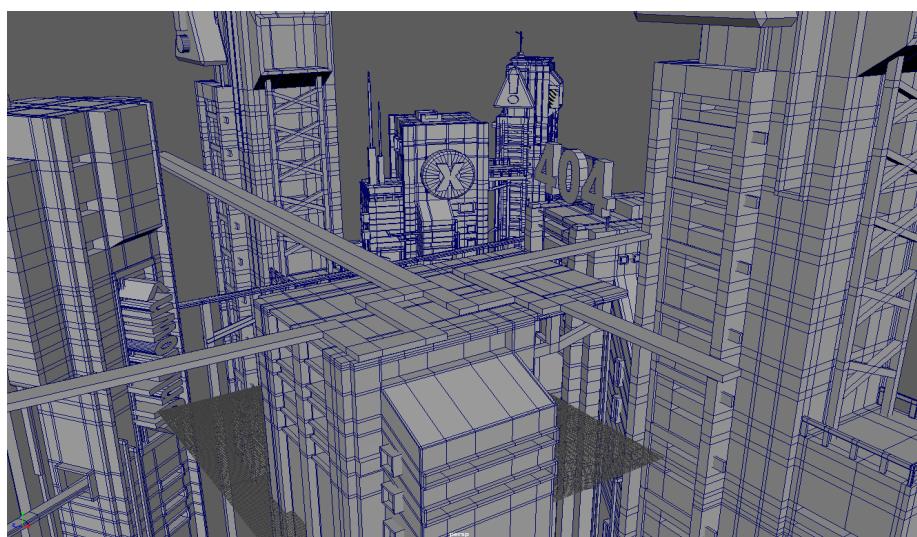
Tutorial Level



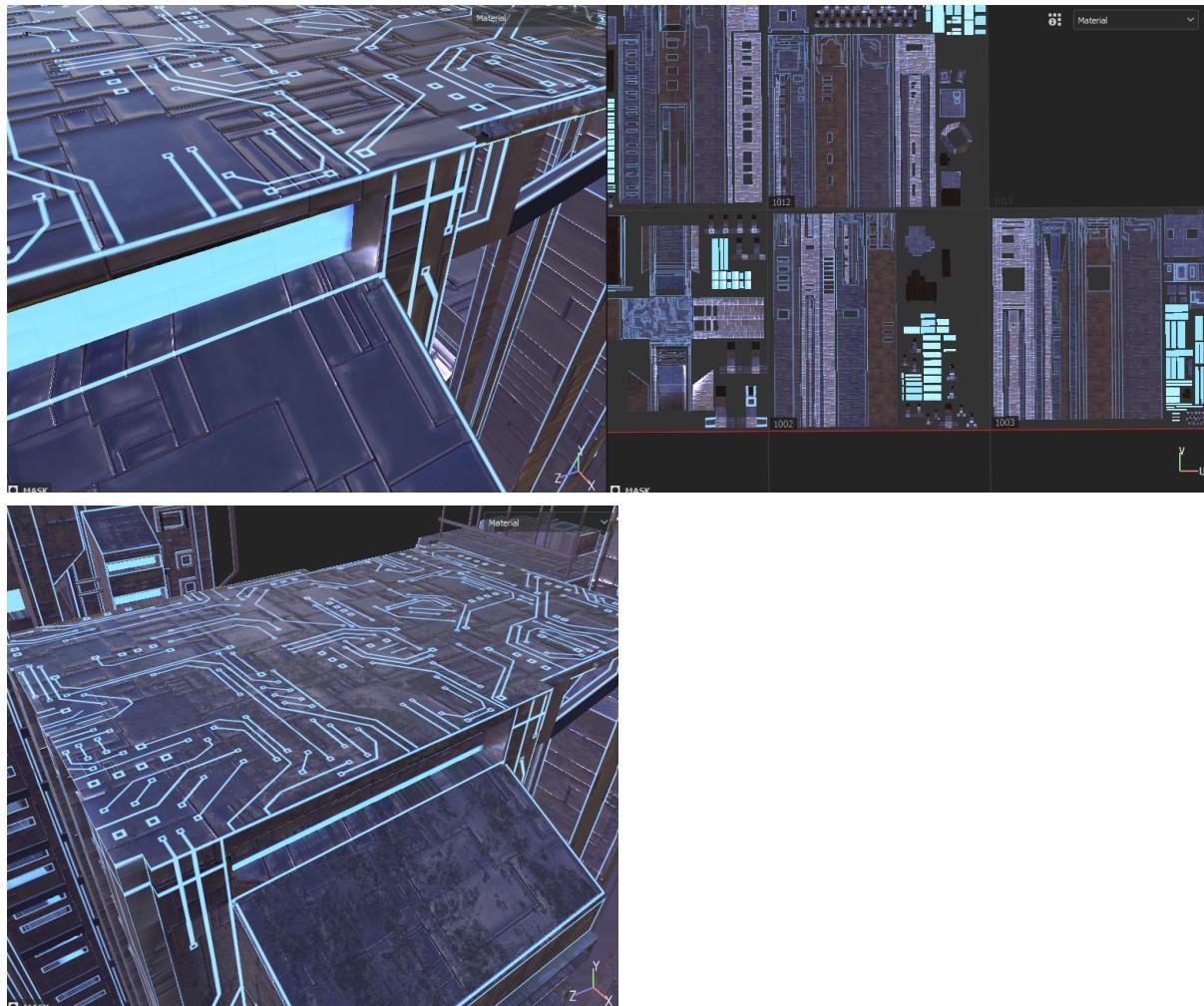
Level 1



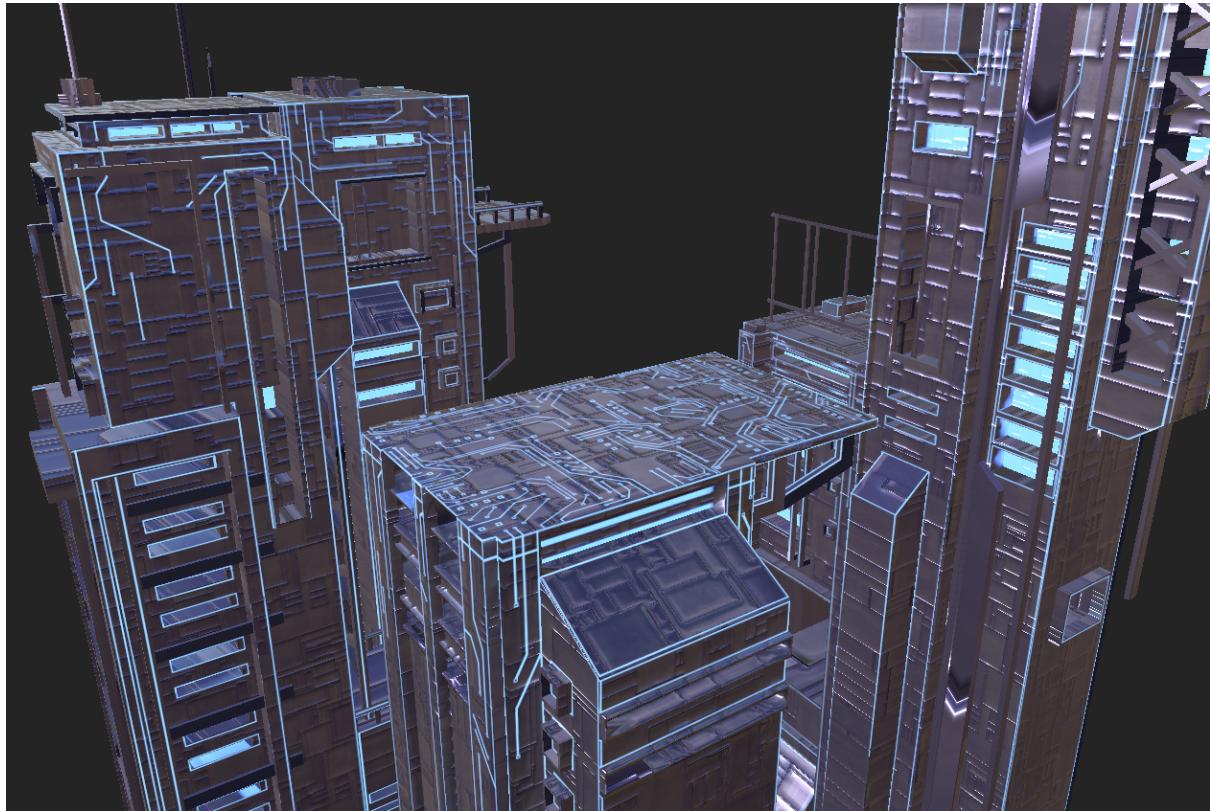
Level 2



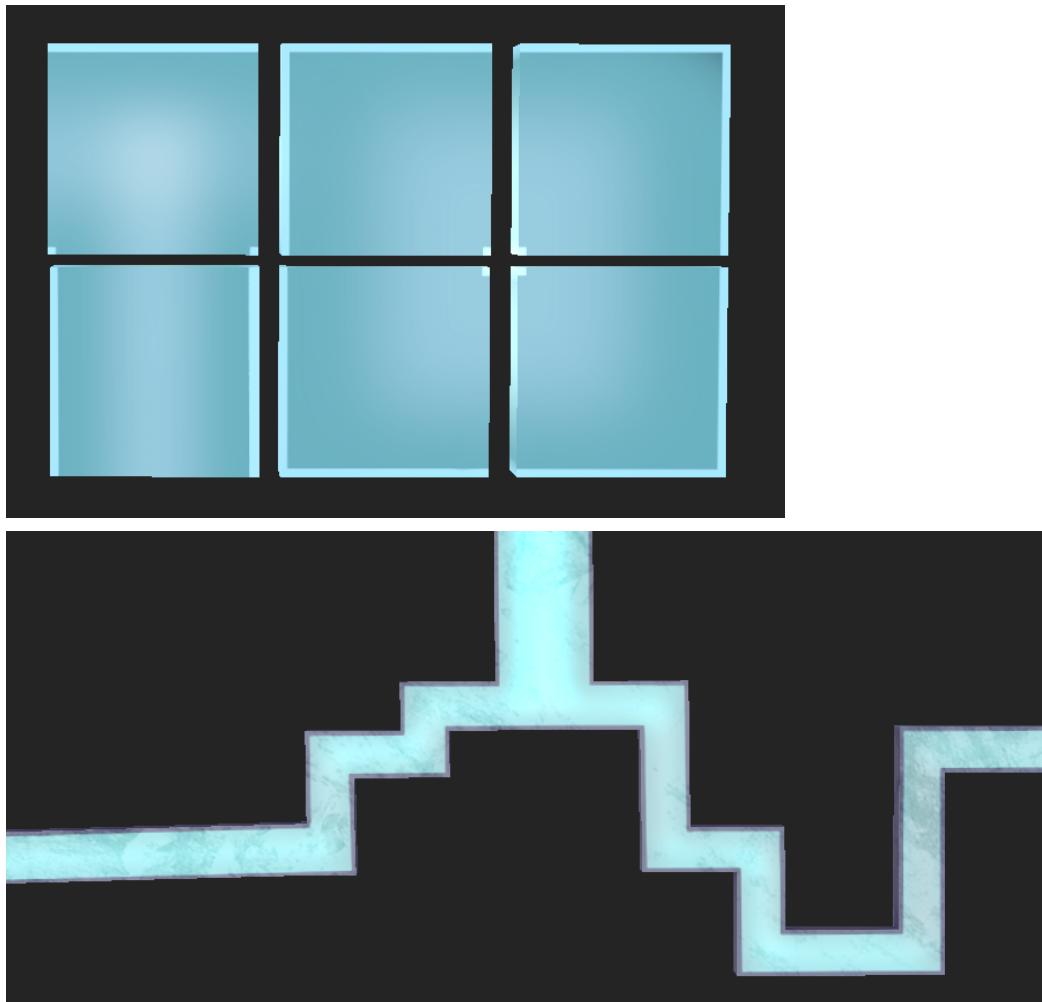
Updated Textures:



Emission Map Update:



[Path Texture and Emission Update:](#)

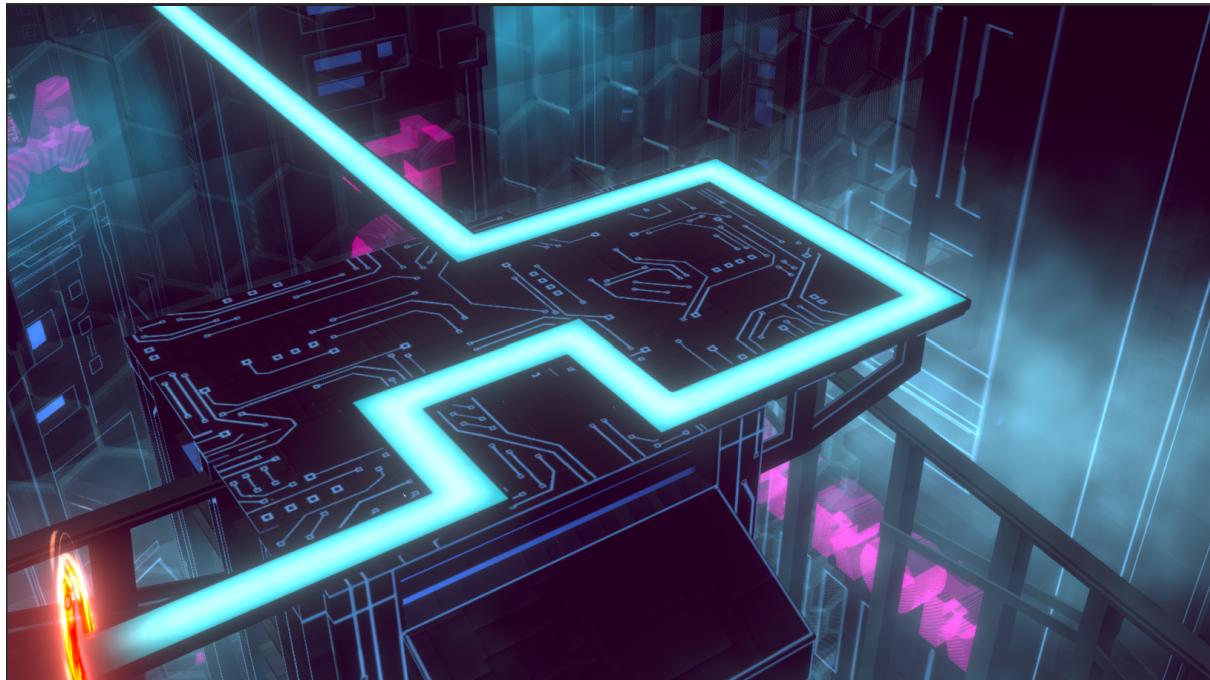


(in-game view)

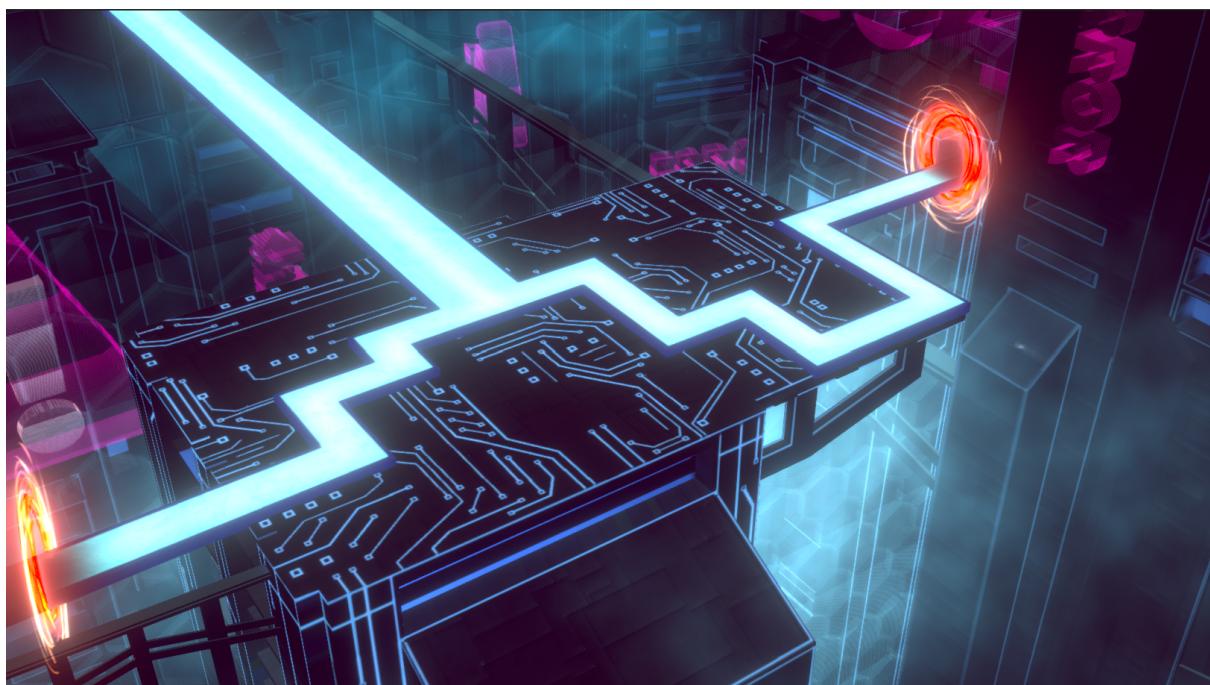


Final Designs (Full In-game Render)

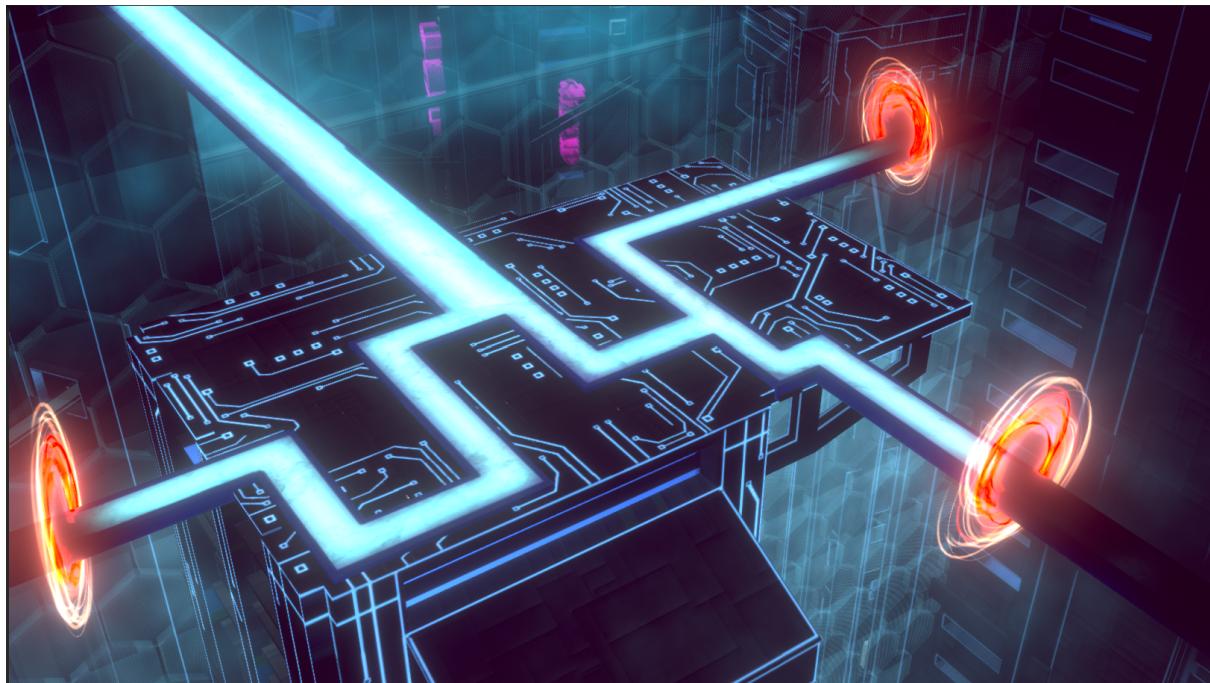
Tutorial Level



Level 1

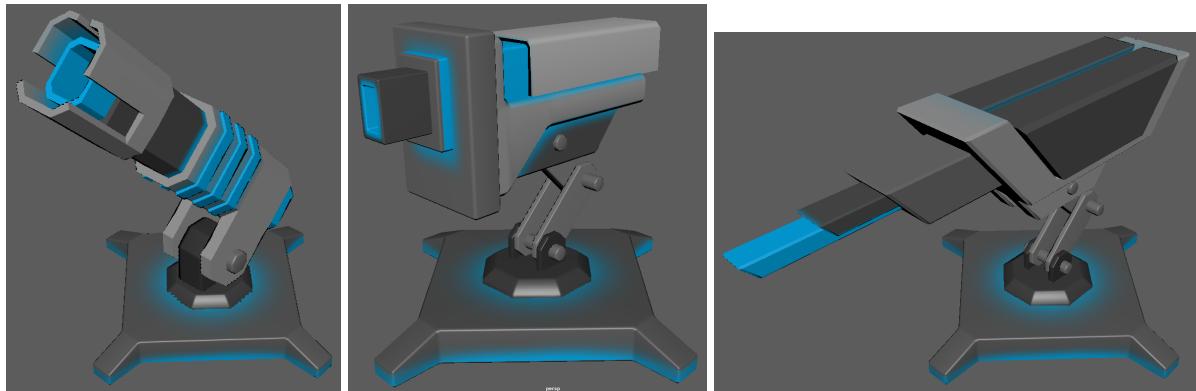


Level 2



v. Towers

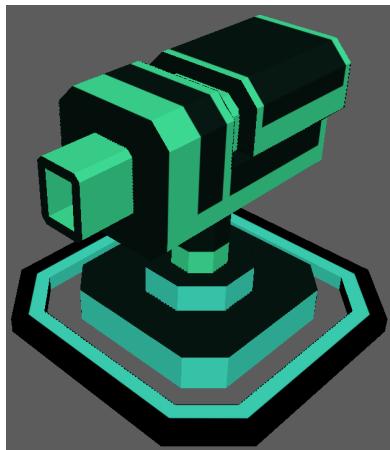
Alpha



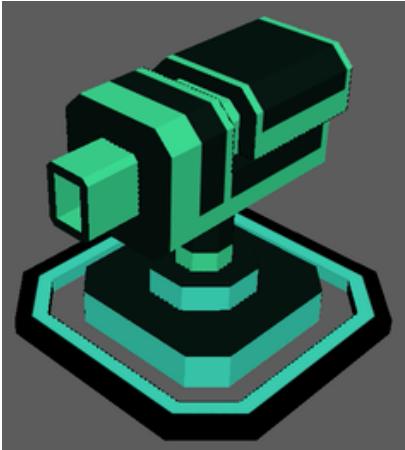
Beta

Short Ranged Turret

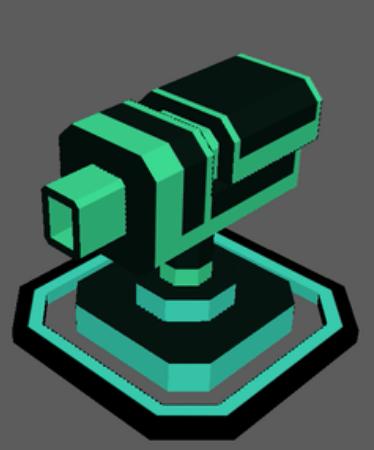
Model:



Shooting Animation:

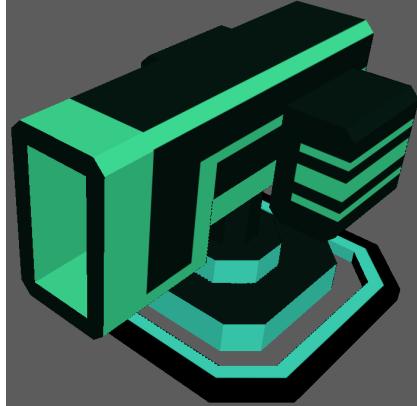


Death Animation:

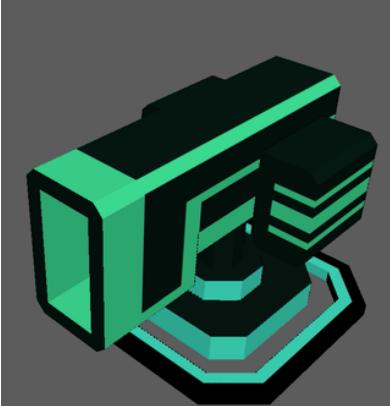


Long Ranged Turret

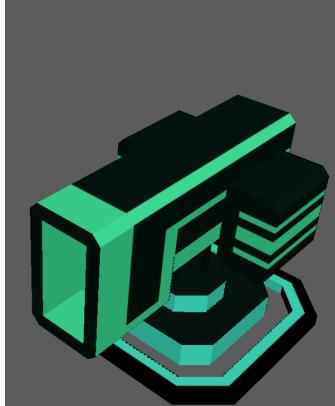
Model:



Shooting Animation:

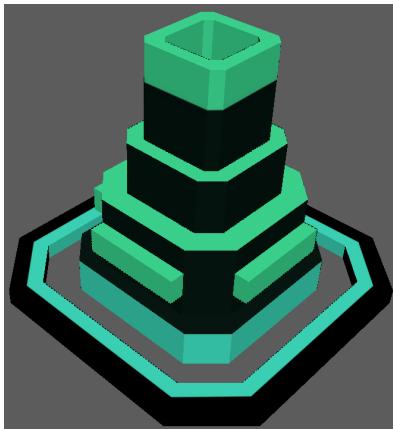


Death Animation:

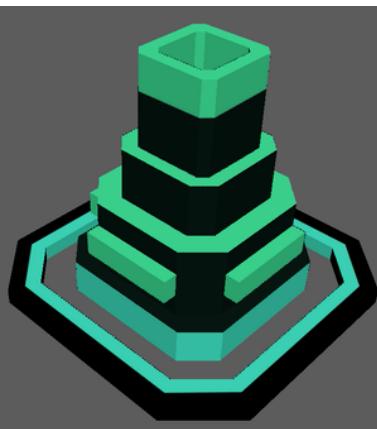


AOE Turret

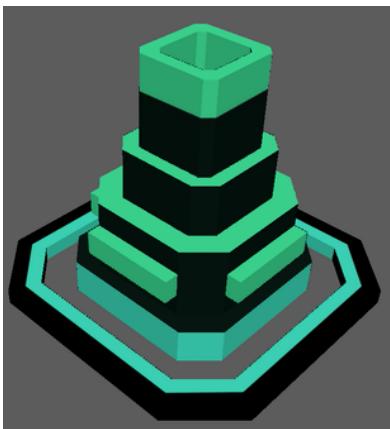
Model:



Shooting Animation:

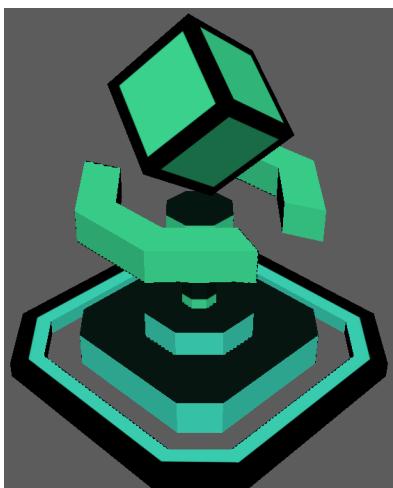


Death Animation:

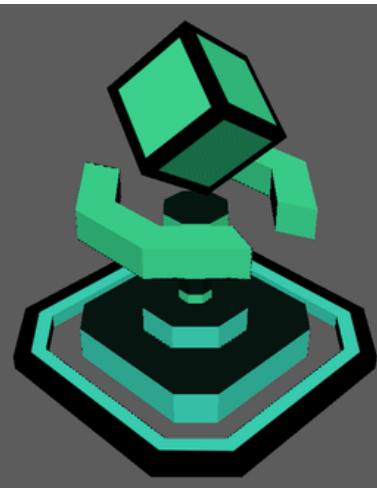


Slow Turret

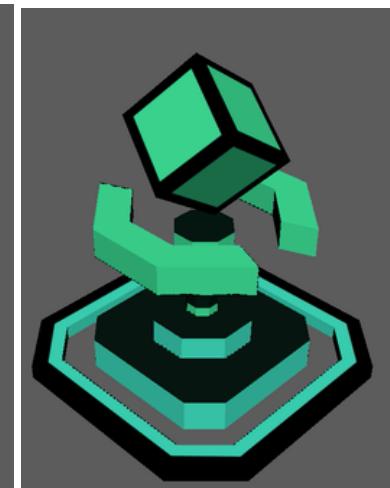
Model:



Shooting Animation:

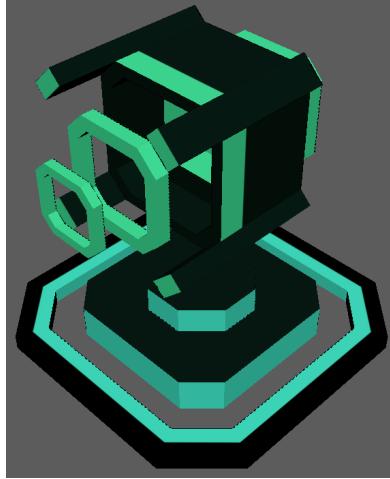


Death Animation:

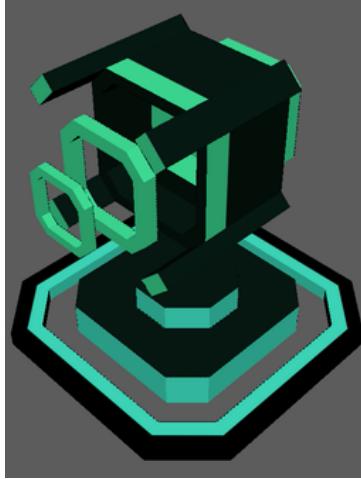


Laser Turret

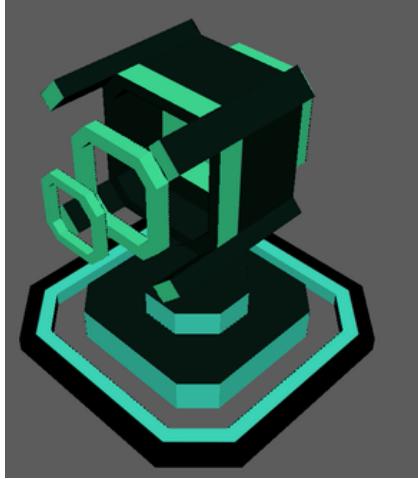
Model:



Shooting Animation:

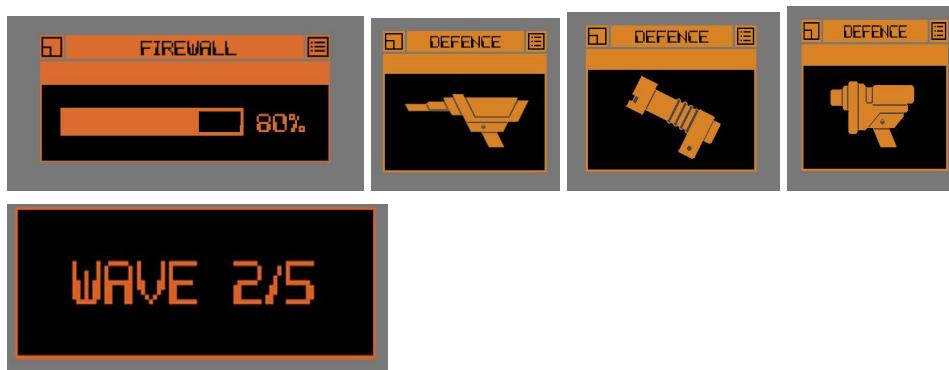


Death Animation:

vi. UI Style/Design

In general, since our game isn't UI intensive most of our UIs came across as clear and functional.

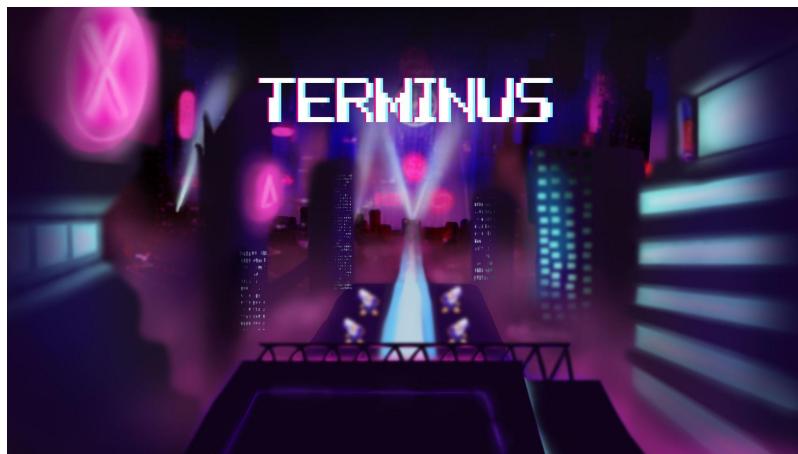
Alpha:



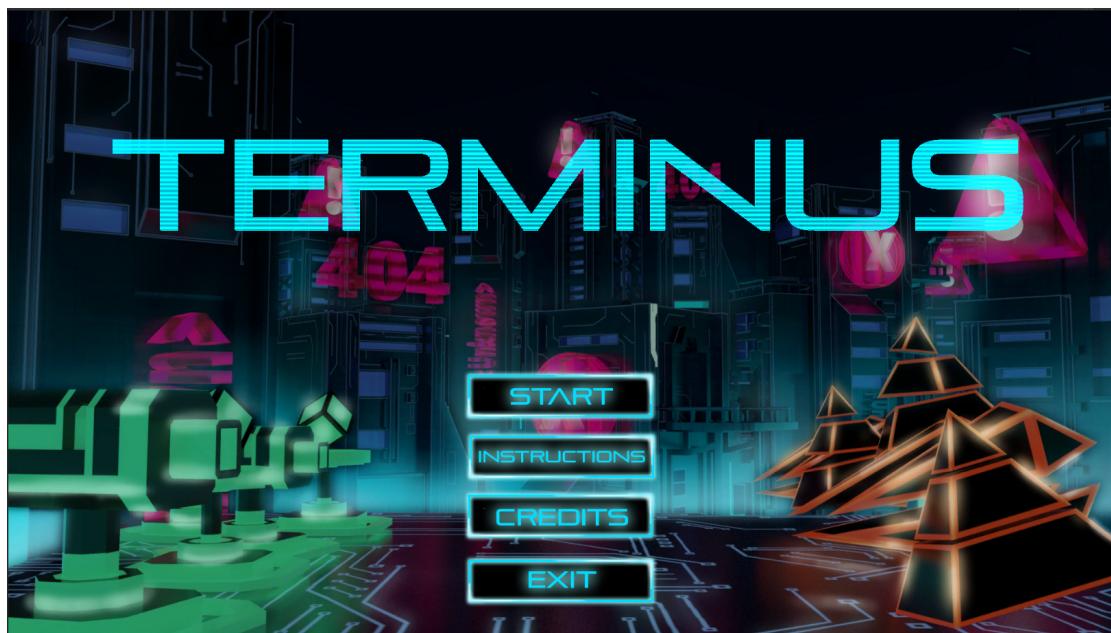
Beta:



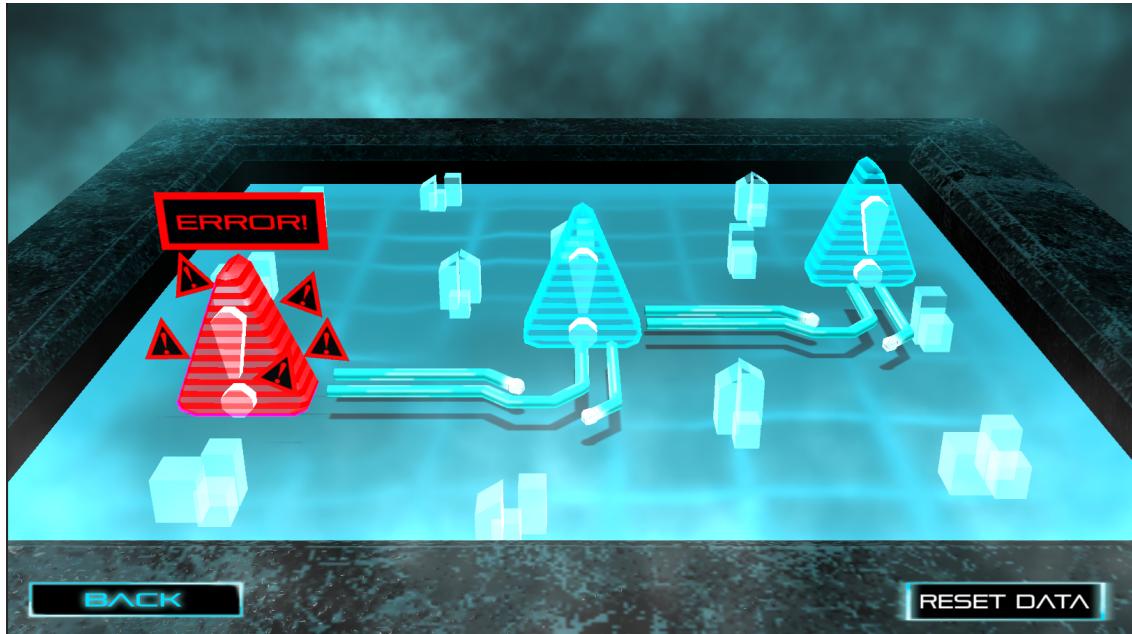
alpha screens:



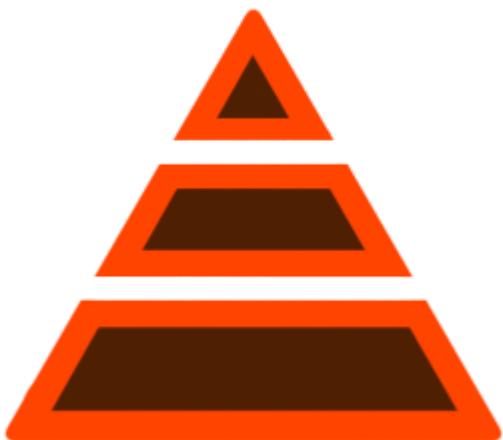
beta:



main menu:



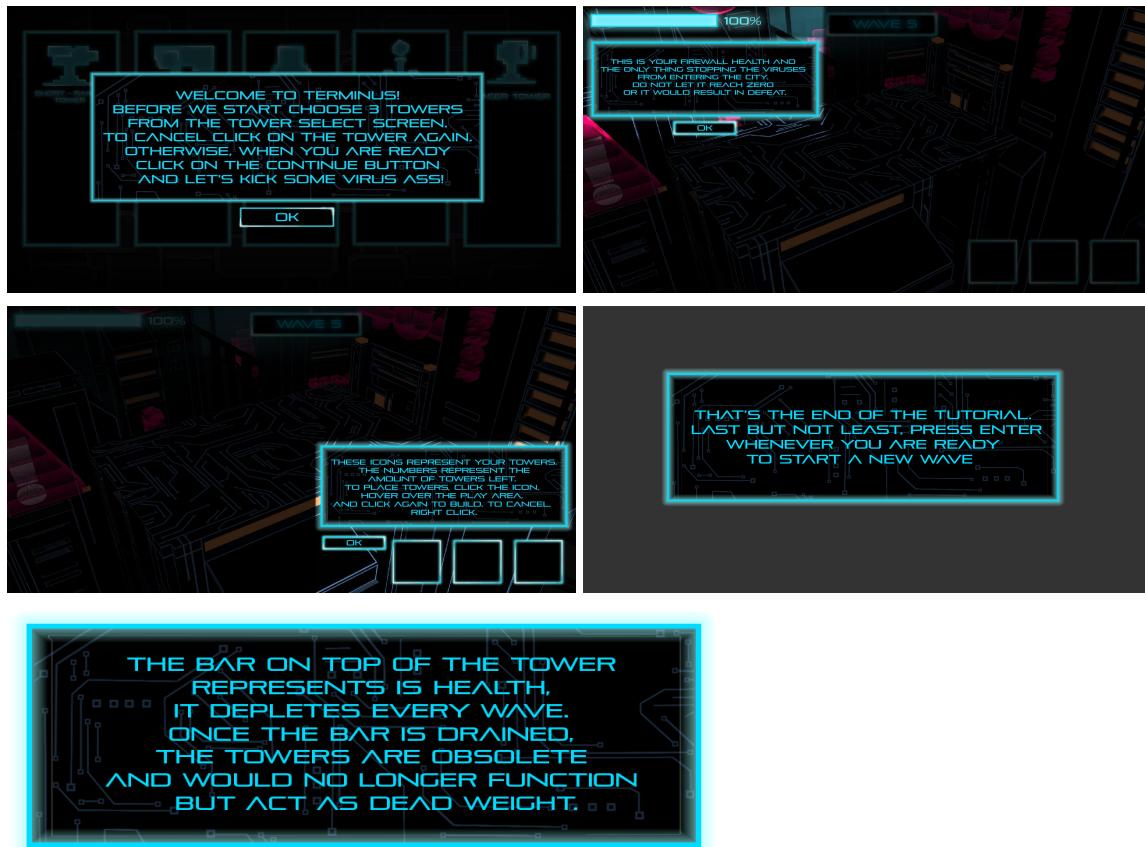
game icon:



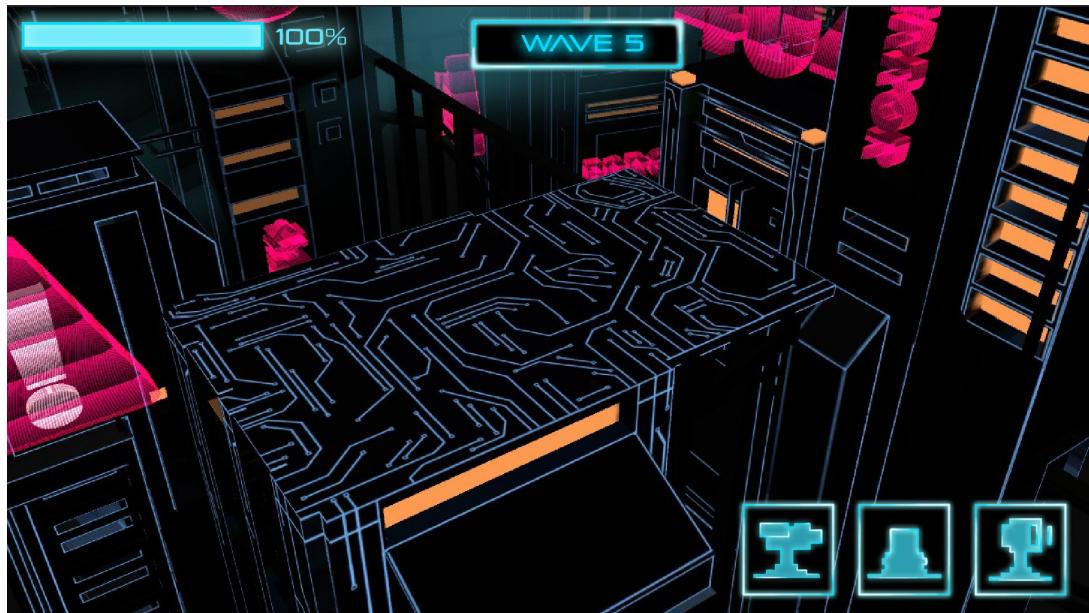
turret select:



tutorial boxes:

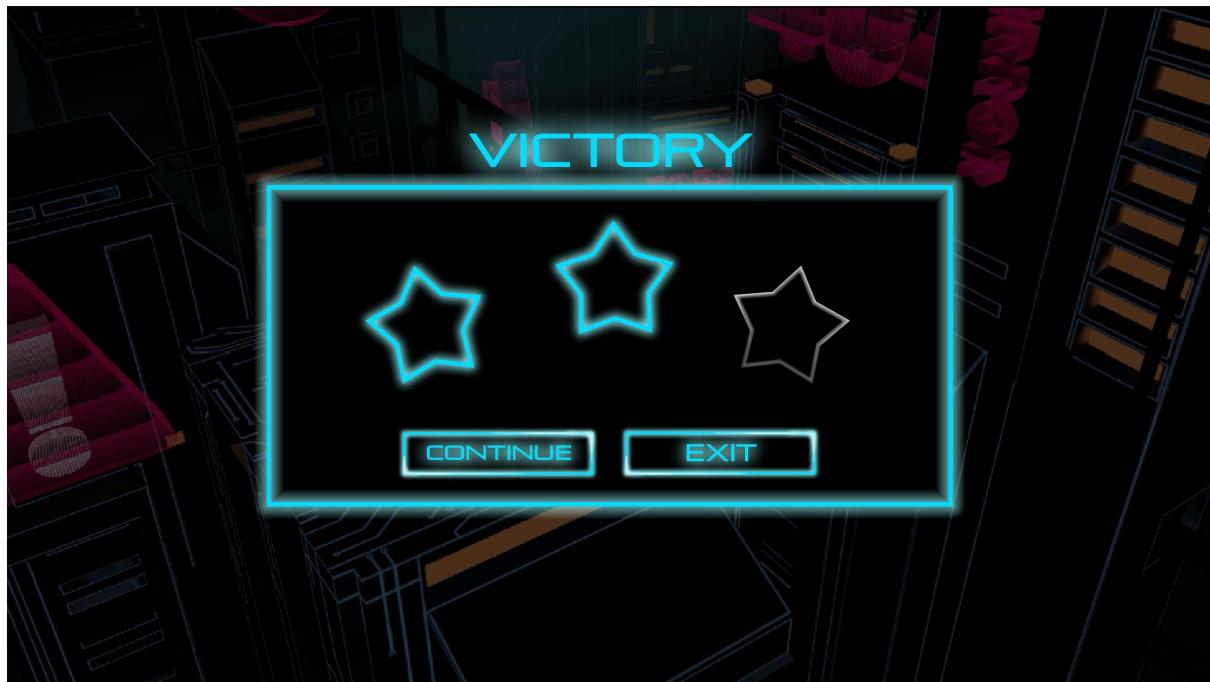


in game UI:

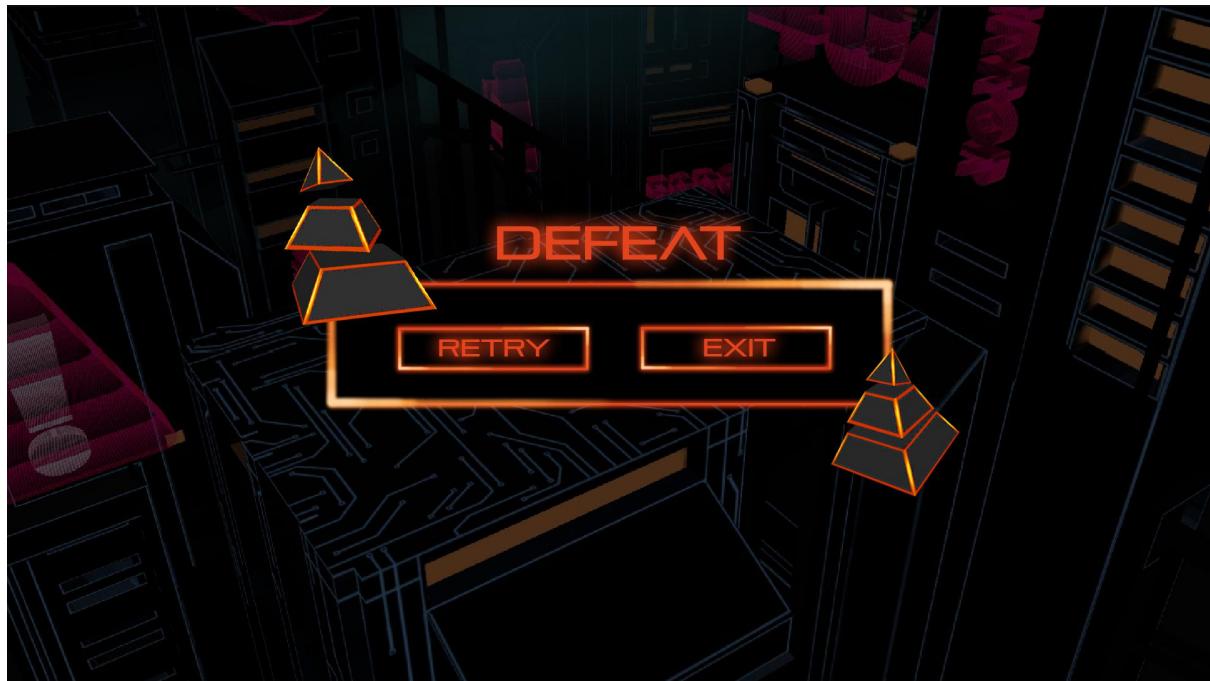


In-gamemenu screen:

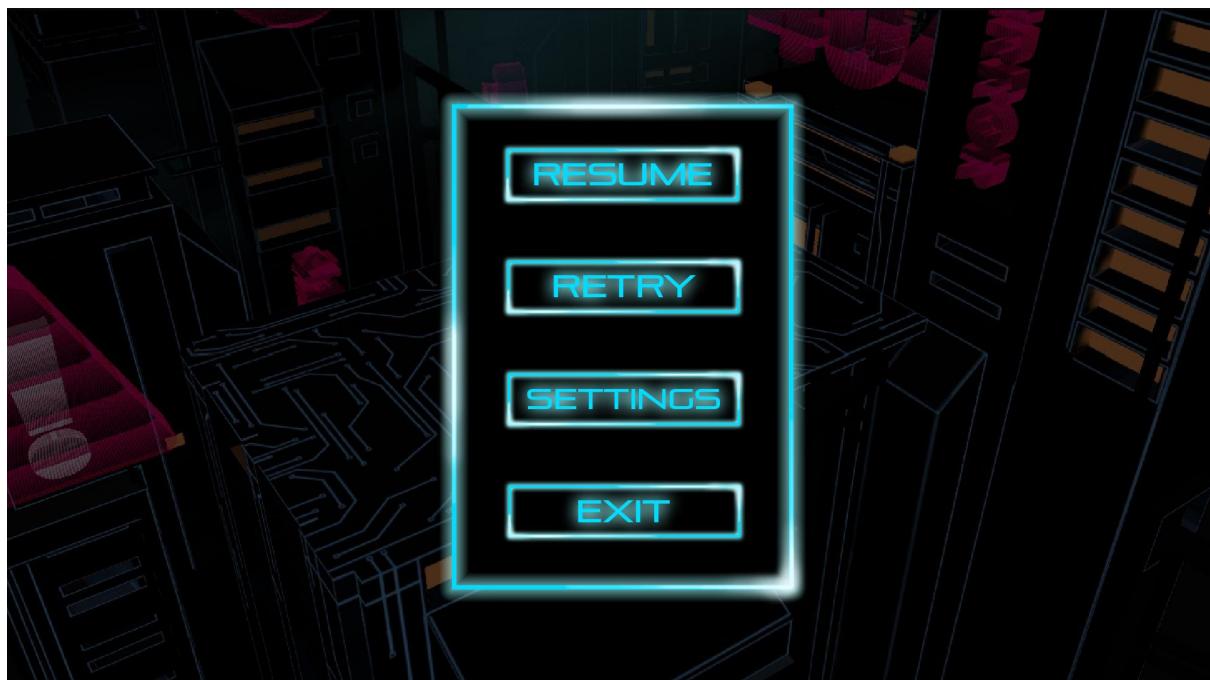
victory screen:



defeat screen:



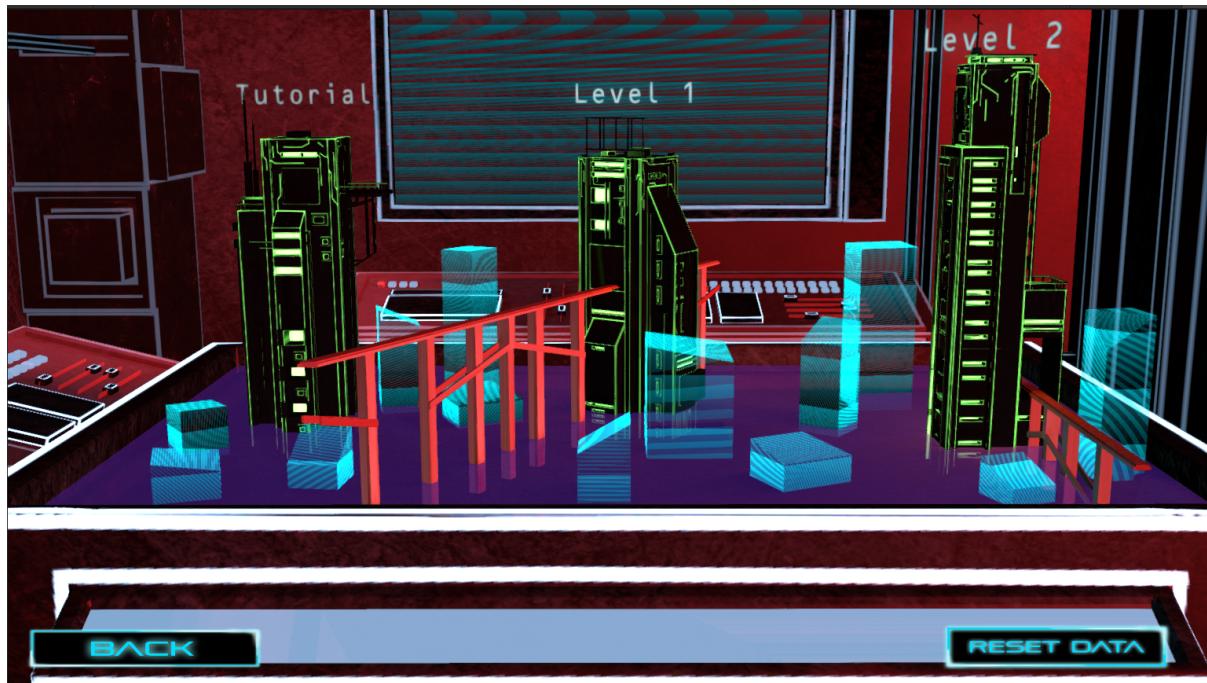
Pause screen:



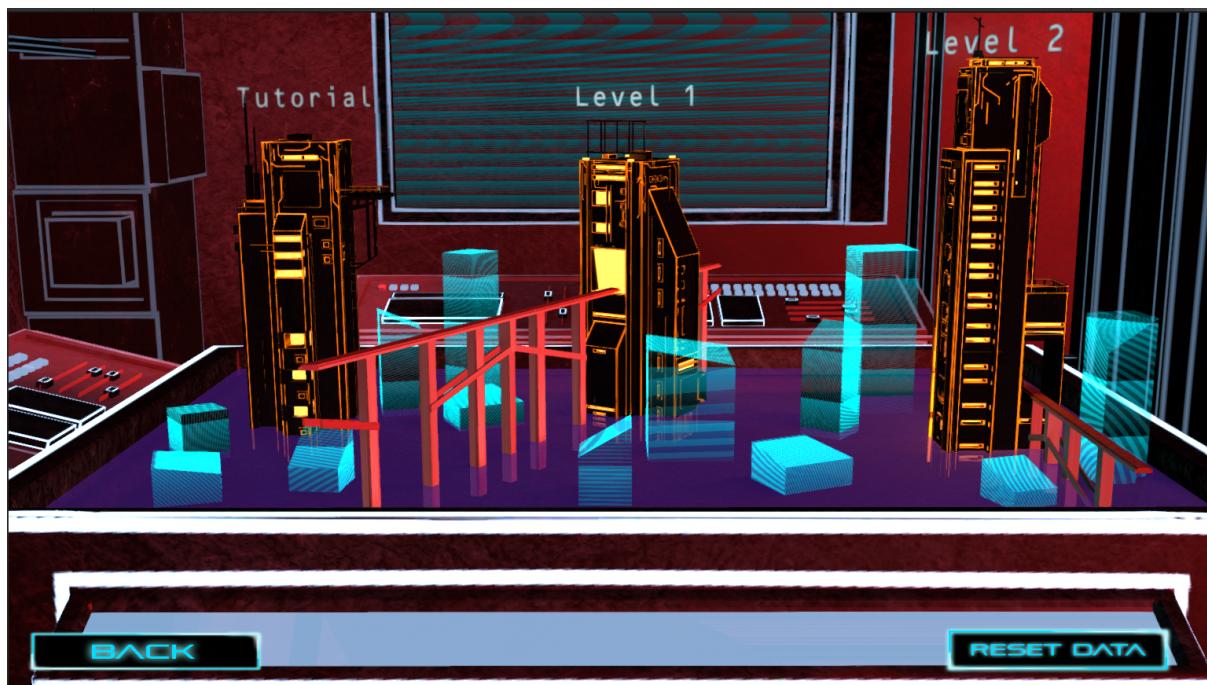
GOLD:

Level Select:

(All Clear)



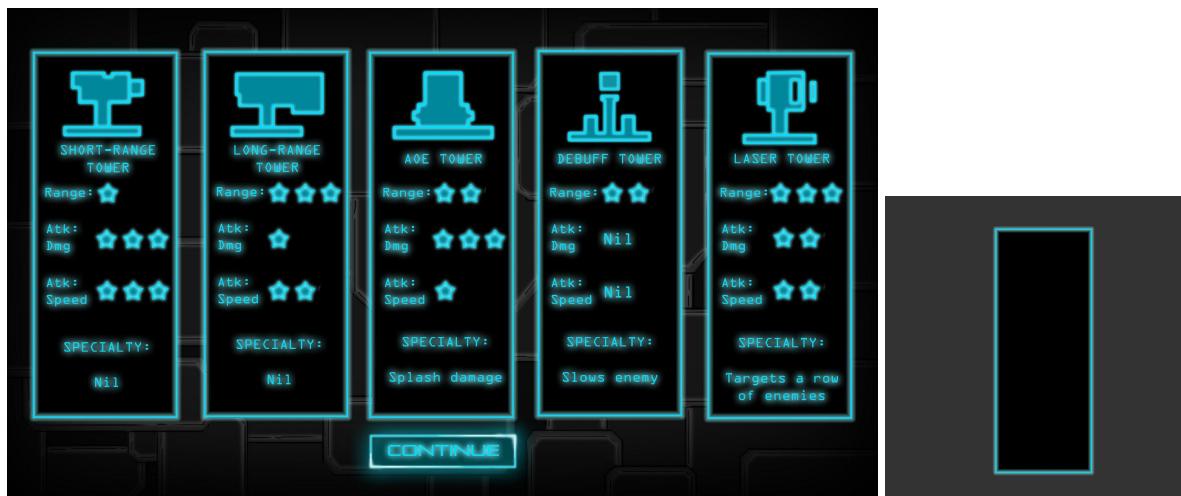
(Not Clear)



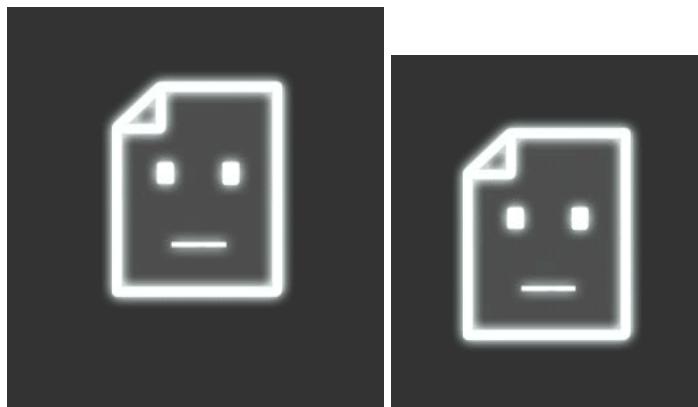
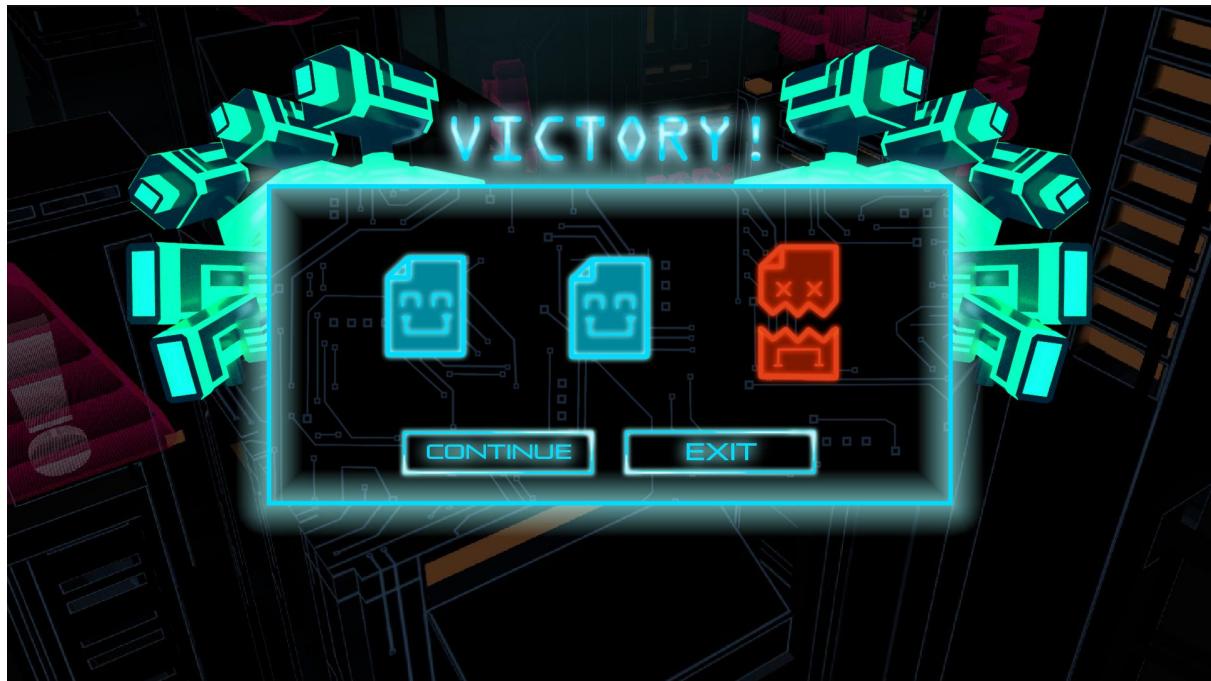
(Pop-up)



Turret select screen:



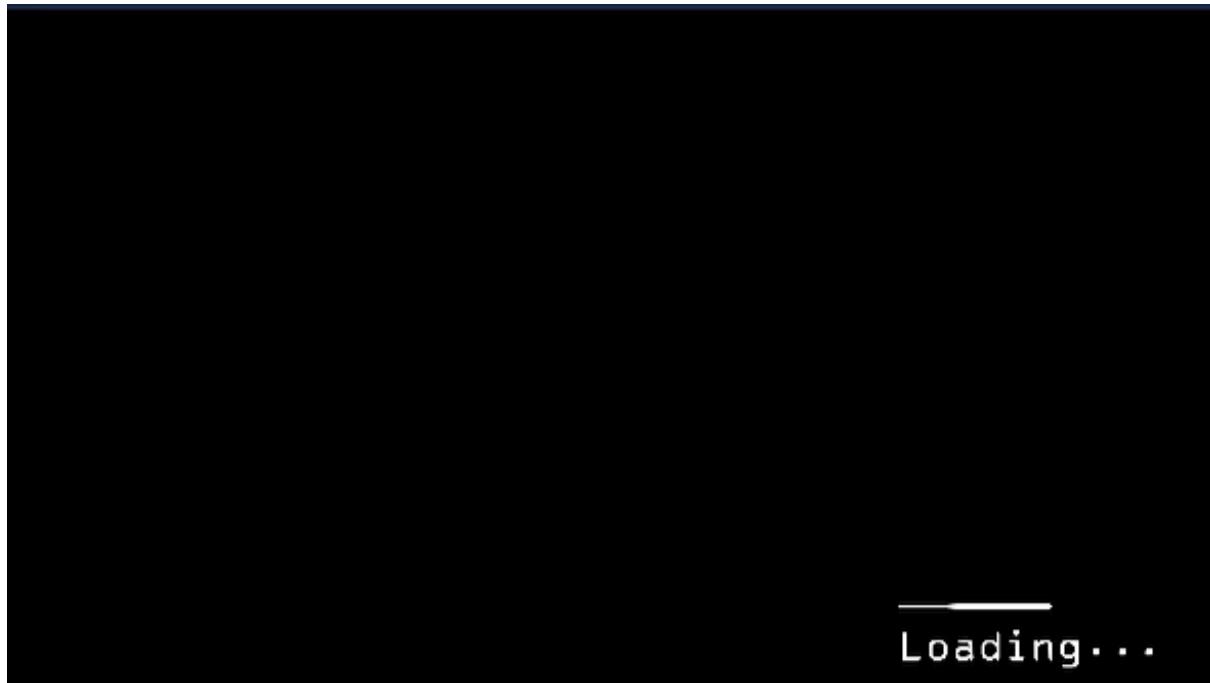
Victory Screen:



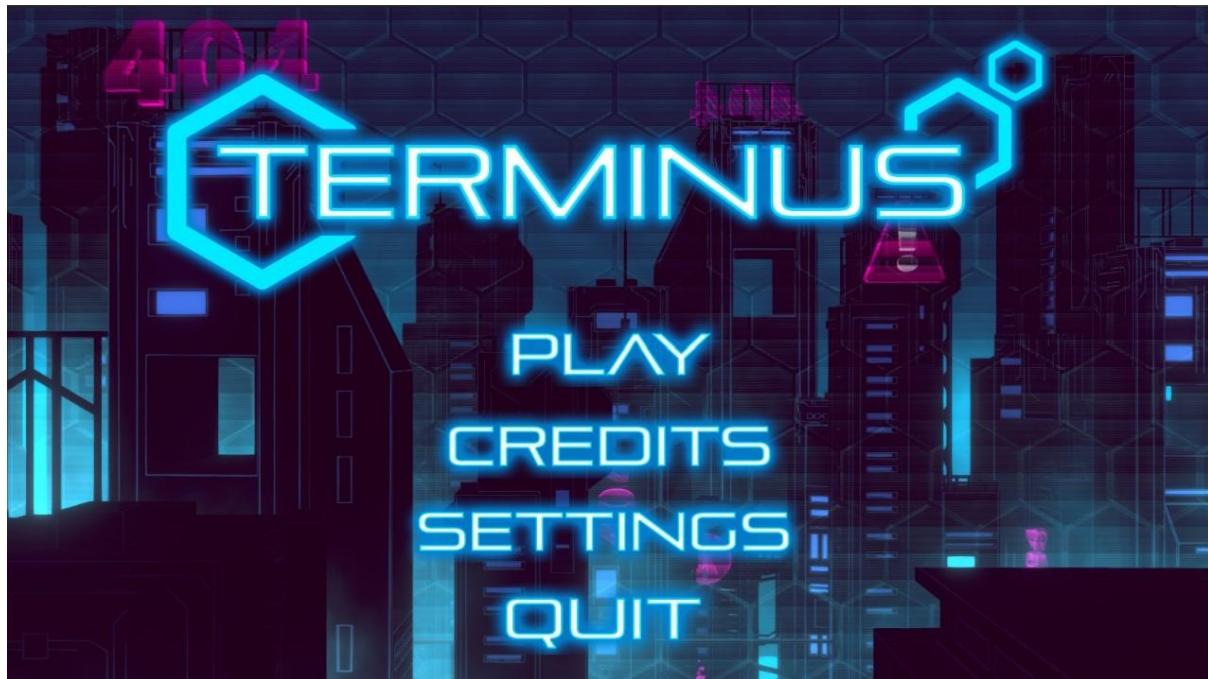
Defeat screen:



Loading screen:



main menu screen:

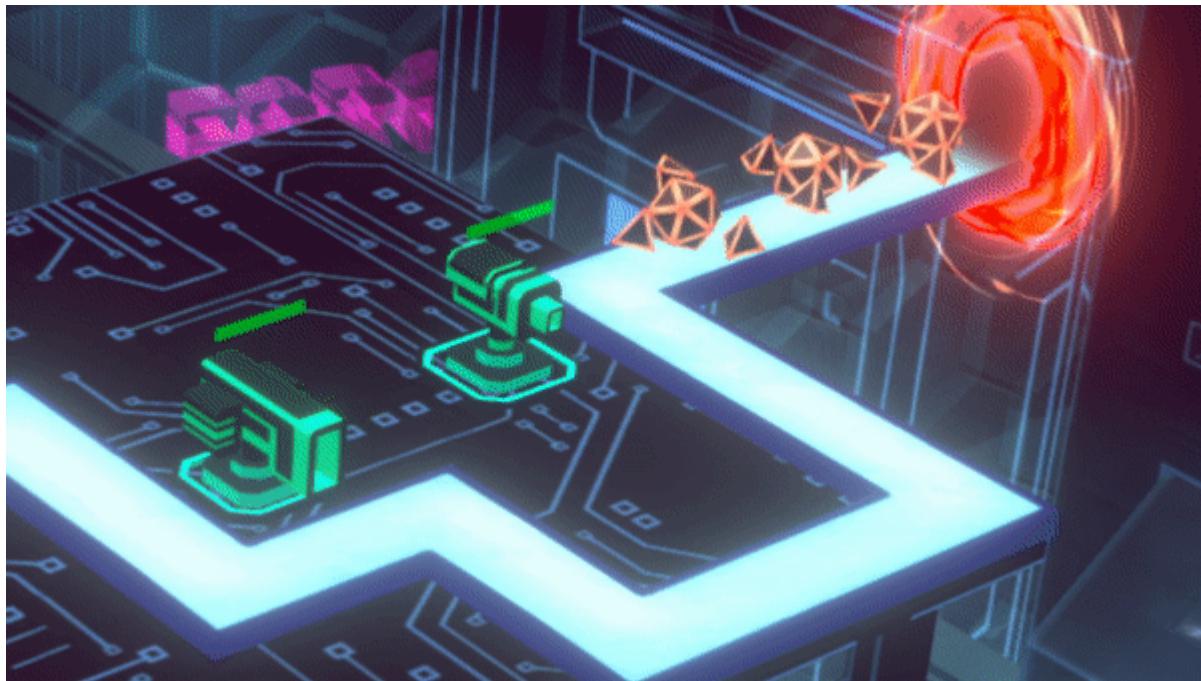


vii. VFX Design

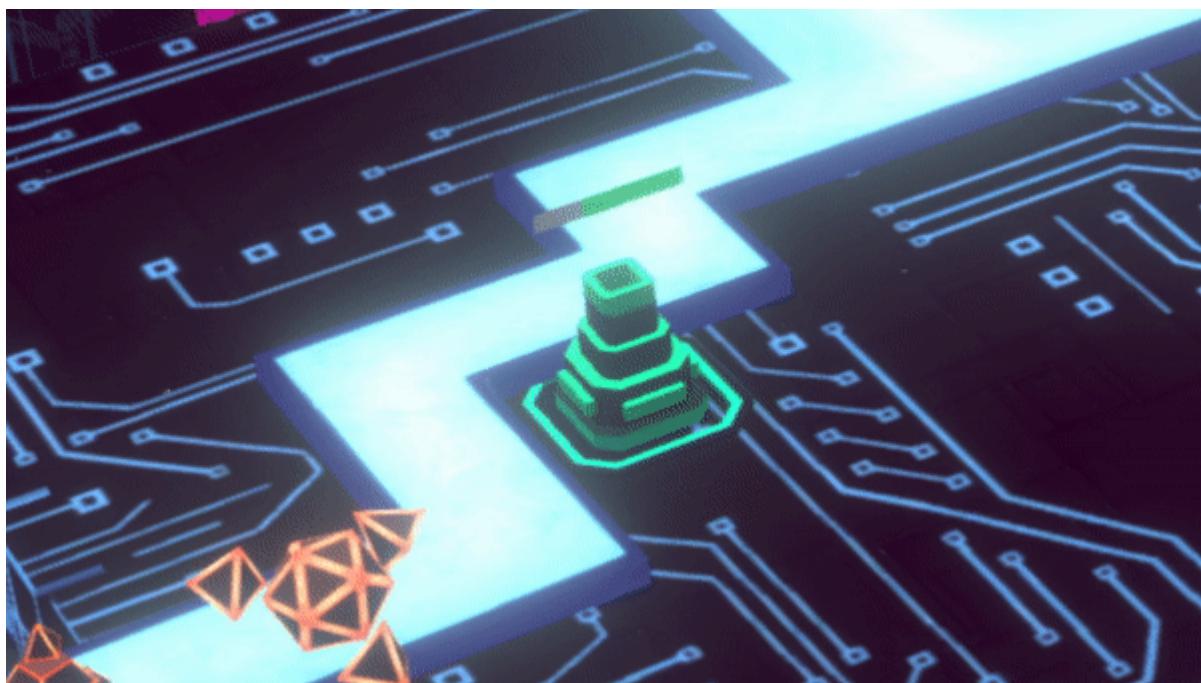
Firewall effects:



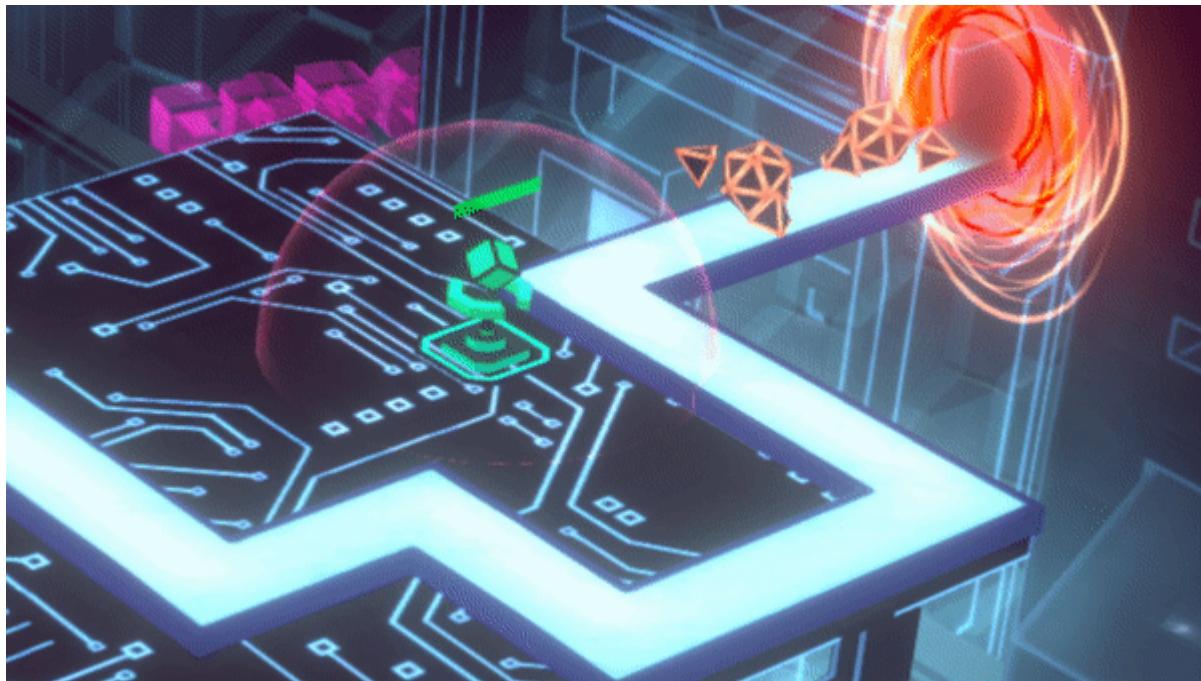
Short/Long range tower effects:



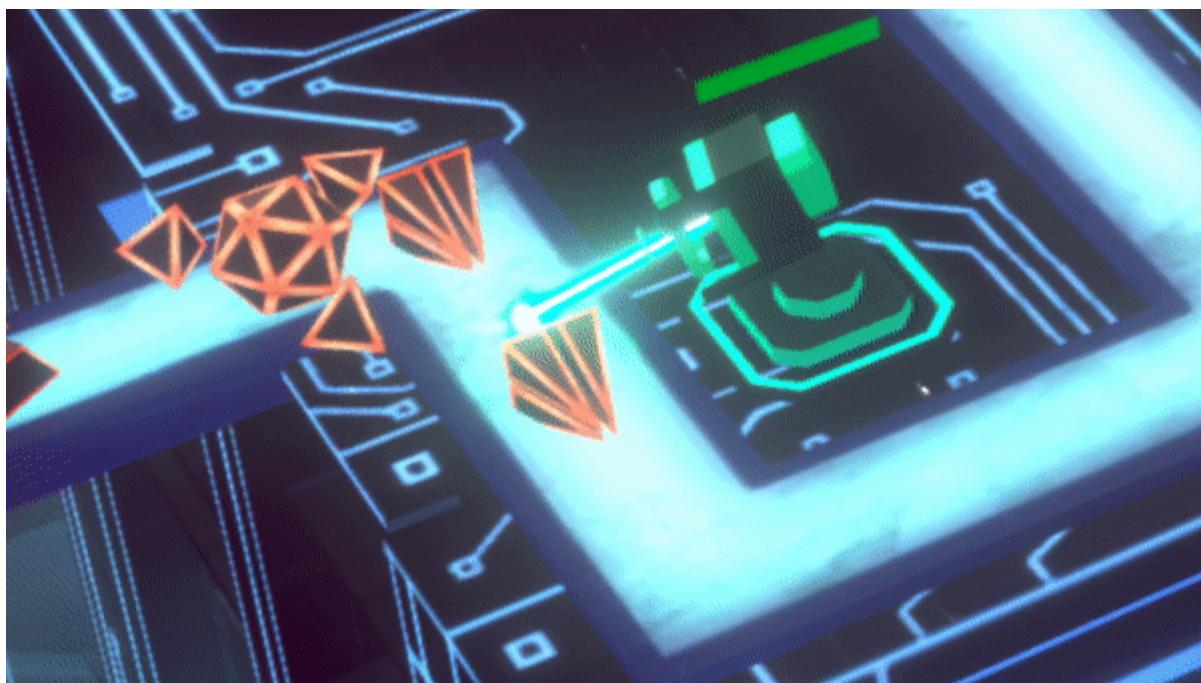
Aoe Tower effects:



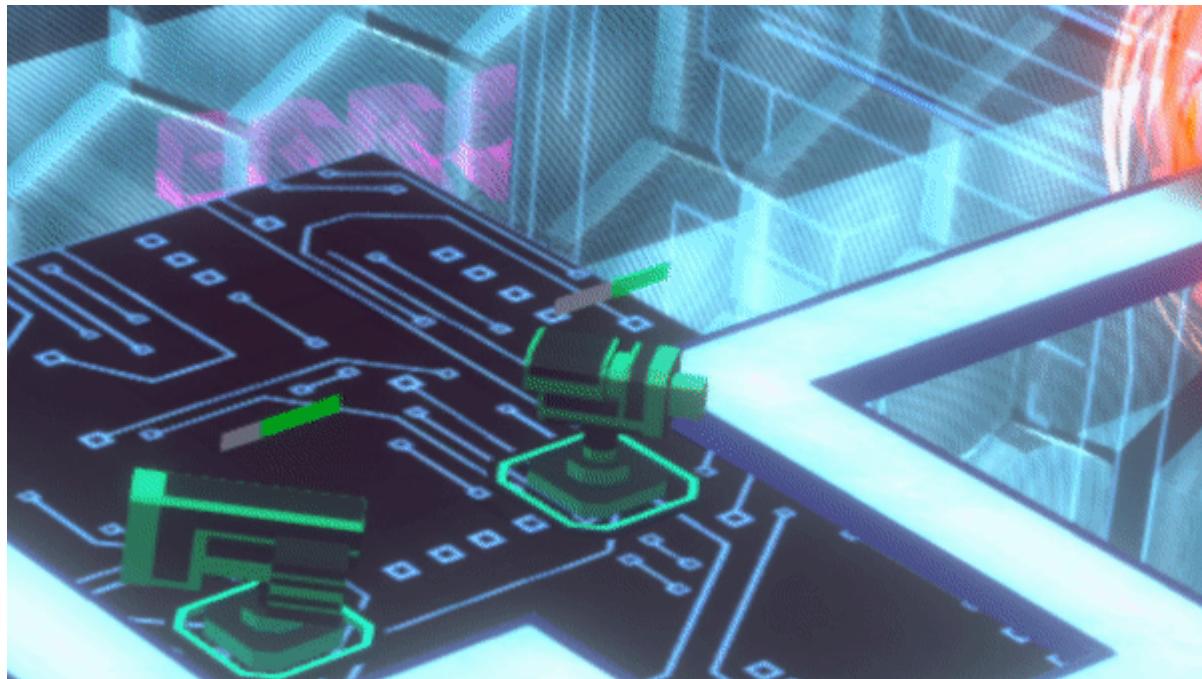
Slow Tower effects:



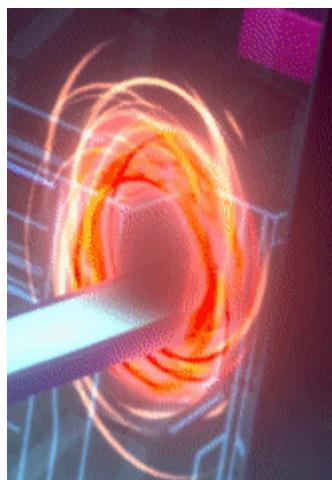
Laser Tower effects:



Turret Spark effects:



Enemy portal spawn effects:



11. Team Profile

Roles:

Team Lead - Chloe
Game Design Lead - Wei Yew
Programming Lead - Hsin Yi
Art Lead - Jing Yi
Artist - Marian
Artist - Arsyad

Programming:

Player scripts, lighting - Chloe
Enemy scripts, UI - Hsin Yi
Turret scripts, VFX - Wei Yew

Art:

Turrets, firewall - Jing Yi
Environment - Marian
Enemies, UI - Arsyad

12. Appendix

i. Art Asset List

Units:

- Short Range Tower
- Long Range Tower
- Laser Tower
- Multi-shot Tower
- AOE Tower

Enemies:

- Normal enemies
- Buff enemies(high health)
- Exploding enemies(explode and spawn 3 normal)
- Invincible enemies
- Shield enemies (shoot in the front only)

VFX:

- Short Range Tower Projectile
- Long Range Tower Projectile
- Laser Tower Projectile
- Multi-shot Tower Projectile
- AOE Tower Projectile
- Projectile Impact Particles
- Firewall Damaged Particles
- Different Stages of Firewall Health
- Invincible Enemies Invincibility
- Enemy Death Particles
- Projectiles hitting the Shield Enemies' shields
- Enemy low health indication

Animation

- Short Range Tower Shoot
- Long Range Tower Shoot
- Laser Tower Shoot
- Multi-shot Tower Shoot
- AOE Tower Shoot

- Short Range Tower Death
- Long Range Tower Death
- Laser Tower Death
- Multi-shot Tower Death
- AOE Tower Death
- Normal enemy Walk
- Buff enemies Walk
- Exploding enemies Walk
- Invincible enemies Walk
- Shield enemies Walk
- Normal enemies Death
- Buff enemies Death
- Exploding enemies Death
- Invincible enemies Death
- Shield enemies Death
- Exploding enemies Exploding
- Invincible enemies Invincibility State

Environment:

- Firewall Path for enemies to walk
- Buildings for the bg
- Neon signs
- Firewall

UI:

- Number of towers left
- Icons for different towers
- Firewall health
- Wave Number
- Health/timer to indicate lifespan of tower

Screens:

- Menu
- Pause
- Level select
- Victory
- Defeat

ii. Sound and Music Asset List

Background music:

Mystery by Wee Free Music [Royalty Free]

Sound effects:

<https://www.youtube.com/watch?v=Q-QPQYtQPWk>

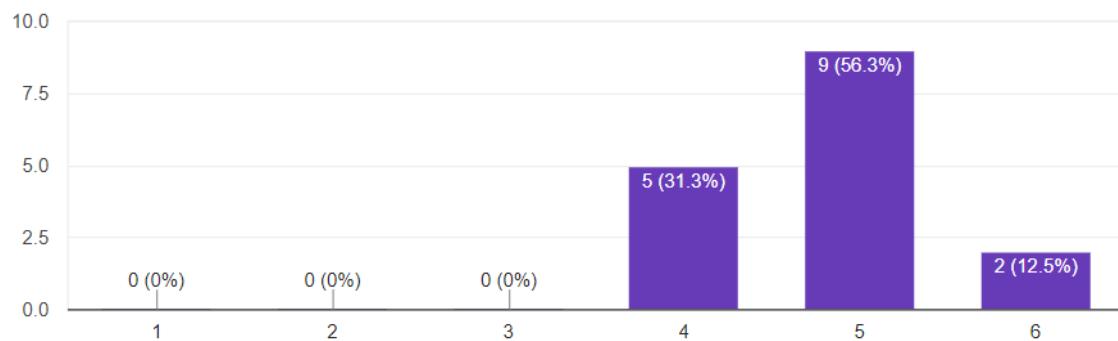
https://www.youtube.com/watch?v=7Lf_9MOTwI0

iii. Player Feedback

Aesthetics:

Rate the aesthetics of the game

16 responses

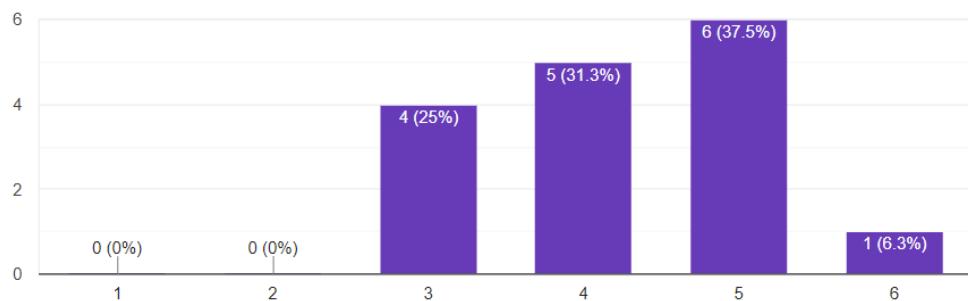


The general feedback was that the art looks nice. However, during the quiz at the back of the feedback, there was some confusion in differentiating the different enemies and their abilities, as well as some of the turrets.

Gameplay:

Rate the overall difficulty of the game

16 responses



Rate the difficulty of the levels?

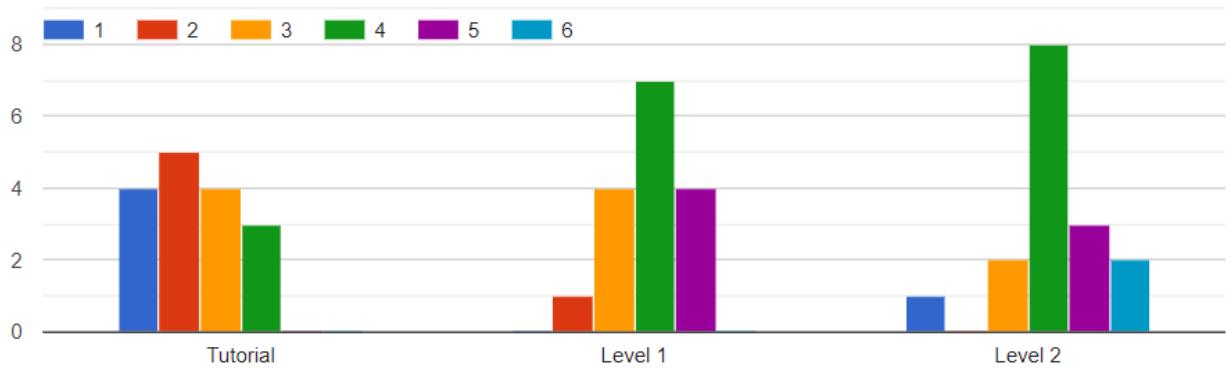


Fig. 1.2

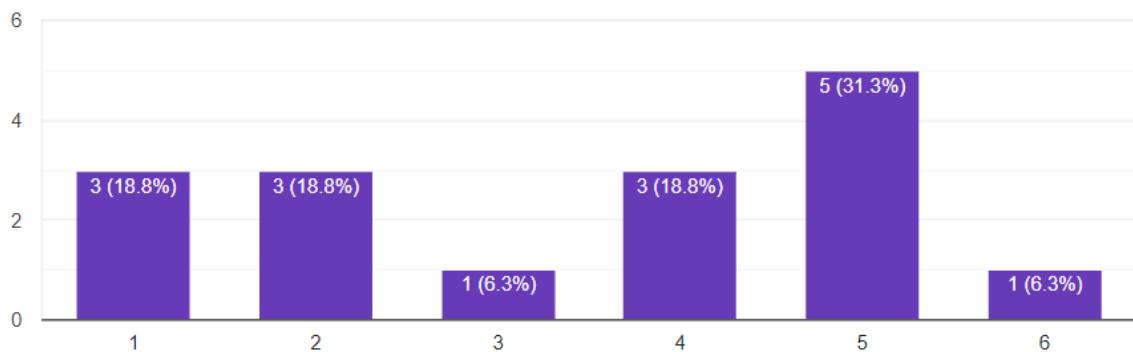
Fig 1.3

1 = easy 6 = hard

In general, the difficulty of our game based on player feedback is more on the difficult end of the spectrum (Fig. 1.2), even for the more experienced player [we had asked how much experience they had with this genre in the form]. However, on average, the playtesters do feel that the difficulty for each level scales from easy to difficult when going from tutorial to level 2, which is what we are going for. Most of the feedback for each level is at the middle ground, thus we believe that the levels are well balanced.

Rate your ease of understanding the gameplay instructions

16 responses



There was an even spread of people who understood our instructions for the gameplay. We noticed that some of the pop-up instructions we had did not state clearly what the player is supposed to do as some playtesters got confused later on while other playtesters just clicked through all the instruction boxes without reading. This would be one of areas that we are looking to improve for Gold Critique. To counter the player clicking through the instructions without reading we have decided to implement a typewriter animation for our tutorial and only allow the player to continue after the animation plays. This would ensure that the players do not get overloaded with information all at once while making sure they can't skip through any of the instructions without at least first reading it.

Turrets:

The most liked turret across all the feedback was the AoE tower as many comments felt that it was very powerful and lasted longer than other turrets. However, the debuff tower was not favoured by the playtesters as much, with people feeling that the debuff tower does not offer enough compensation for the players to use since this tower does not do any damage. Furthermore, some feedback also mentioned that the short range and long range tower does not really feel different from each other and there were some opinions that the short range tower was weak while the long range tower did not have a much bigger range than the short range tower. [Note: For the long range tower comments, our team would not be able to increase its range further as it is currently at the maximum range that is not game breaking.]

Other comments:

The main comment that the stars obtained was not obvious enough since it is not filled in, making it confusing for the playtesters to know how many stars they obtained. They had thus mentioned that we might want to fill in the stars for the victory screen and the level select screen.

Another common comment was that we should have a reminder as a popup etc. for the in-game ui for the tower types, as they feel that it is slightly annoying that they had to memorise the icons from

the tower select screen for the types of towers. As such we made a pop up text on top of the UI icons everytime a player hovered over the tower icons.

There were also some suggestions in the comments. One suggestion is that the fonts could be changed, as it is currently slightly difficult to read, as well as everything being in capital letters for all the text in the game. Another suggestion is fast-forward mode for the game as some felt that it is too slow and discourages them from replaying the game. Lastly, they mentioned that there could be more details provided on the enemies in the game (many were unable to differentiate them as mentioned earlier), as well as the turrets (reminder for players for which tower corresponds to which icon in the in-game UI).

13. Version Control

Version 1.0.0: [pitch]

- Main game mechanics added
- Prototype of game
- Basic UI and placeholder assets
- Normal enemy, exploding enemy, short-ranged tower, long-ranged tower, aoe tower implemented

Version 1.1.0:

- Added prefabs variants: buff enemy and zoomies
- Added shield enemy, invincible enemy
- Added laser tower and multi-shot tower
- Changed firewall

Version 1.1.1:

- Various bug fixes for towers and enemies
- Towers cannot be stacked when placed
- Other bug fixes

Version 1.2.0:

- Alpha art assets added
- Background music and sound effects added
- Particle effects for alpha added [wall hit effect]
- Main Menu and pause menu added

Version 1.2.1 [Alpha]

- Lighting

Version 1.3.0 [milestone]

- New art assets for all towers
- New art assets for all enemies
- New art assets for whole environment
- New art assets for all UI
- New lighting for art assets
- Added in animations for towers and enemies
- Removed zoomies
- Changed multi-shot tower to slow tower
- Added particle effects for enemy death, projectile hit
- Changed particle effect for wall hit
- Changed background music and shooting sound

Version 1.3.1

- Added in tower select screen
- Debugging

Version 1.3.2

- Changed some particle effects
- Added laser tower and sound effect

Version 1.4.0

- Level Design
- Tower Select Screen Text
- Changed Main Menu
- Changed Level Select
- Added PlayerPrefs to track player progress
- Added in tutorial and level 2
- Added in tutorial text
- Changed firewall and added firewall animation
- Added in tower and enemy animations

Version 1.4.1 [beta]

- Changed path and texture
- Added in small animation for area beneath path
- Added in post processing

Version 1.4.2

- added in volume settings
- bug fixes
- change main menu
- change level select
- new portals and vfx
- laser vfx
- new background music for main menu and level select