Additional Game Modes Appendix:

"Fortris"

aka Blastris
"The Best Defense Is a Good Offense"

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Version # 1.00

Document History

Concept and design by Min Chang.

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1. The Great Wall
2. Ballista Command

Document Overview

This document will cover additional game play modes not available as part of the free core game. These additional game play modes are offered via an in game purchase interface. These additional game play modes are offered as a way to monetize Fortris without resorting to advertising.

The overarching theme of these new game play modes is summarized by this document's tagline, "The Best Defense Is a Good Offense". While the core game revolves around survival, defensive game play, these new game modes will introduce new blocks and fortress configurations that encourage aggressive, offensive play.
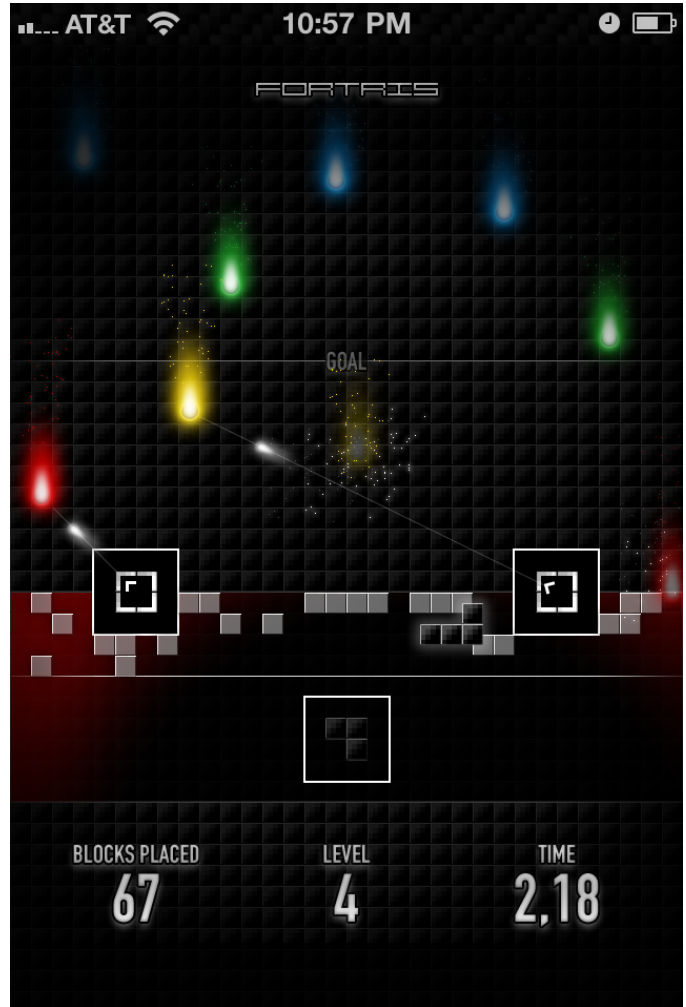
The Great Wall

General Features

The goal of this mode is to expand your fortress towards a "goal line" (think American football, the offensive line advancing towards a first down).

The Great Wall is designed with defined "levels", each level simply having the goal line farther and farther away from the fortresses initial position.

Gameplay

Towers

1. New to The Great Wall game mode is the presence of "Towers". These towers are more composed of a more durable block than the standard wall and are the only area of the fortress that "offensive blocks" can be placed.
    1.1. Each tower houses a maximum of 1 offense block
        1.1.1. Offense blocks can be removed or replaced only by use of the "self destruct" block, another new block type unique to The Great Wall.
    1.2. Towers are composed of "indestructible" blocks.
        1.2.1. These towers are indestructible so the player can focus on the core game play mechanics of placing blocks to protect the walls / advance towards the goal line.
        1.2.2. Towers include one fixed slot for placement of an offensive block.

Blocks

1. The majority of new blocks introduced in all additional game modes (not just The Great Wall) are offense / attack oriented blocks.

1.1. Auto Canons (*final design tbd*)

1.1.1. Auto Canons, when placed in a tower, automatically target the projectiles closest to the wall.

1.1.2. Auto Canons indicate which projectile they are targeting by drawing a thin line to their target.

1.1.3. Additionally, at the center of the Auto Canon is an arrow that rotates to show the direction in which it will fire.

1.1.4. Auto Canons can only target one projectile at a time.

1.1.5. There is a "cool down" period after each shot the Auto Canon fires (roughly 2-4 seconds).

1.1.6. While the towers are indestructible, Auto Canons are not. They can only absorb a certain number of hits before disappearing.

1.1.7. The edges of the Auto Canon are broken into four parts. As it takes damage, these parts will disappear one at a time until the arrow located in the center remains.

1.1.8. Auto Canons, when placed outside of a tower simply reverts to the normal square (2x2) block.

1.2. Ballistas (*final design tbd*)

1.2.1. Ballistas when placed in the tower invite a more active role in attacks. Functionally they are similar to Auto Canons, however:

1.2.1.1. The player is able to control where the projectiles are fired.

1.2.1.1.1. This is handled via a tap and drag interaction (think slingshot)

1.2.2. Ballistas, when placed outside of the tower become "deflector" square blocks (2x2).

1.2.2.1. Care must be taken in placement of the Deflector blocks so that the arrows do not point inward towards the well, the walls or other blocks.

1.3. Atom Bombs (*final design tbd*)

1.3.1. Atom Bombs when placed in the tower are simple, one time use bombs that clears all projectiles on screen.

1.3.2. Atom Bombs are single use, in that detonating it clears the tower.

1.3.3. Atom Bombs follow the same rules of persistence as the Auto Canons (1.1.6)

1.3.4. Atom Bomb, when placed outside of the tower become "unstable" square blocks (2x2).

1.3.4.1. Atom Bomb not contained within the tower begin to countdown by themselves until finally detonating.

1.3.4.2. As an indicator to show how close the Atom Bomb is to self detonation, they will slowly turn red.

1.3.4.3. Detonating Atom Bombs have a blast radius of two blocks (total damage area is 4x4).

1.4. Self Destruct Buttons (*final design tbd*)

1.4.1. Self Destruct Buttons serve only one purpose, to clear the tower of the current offensive block.

1.4.2. Self Destruct Buttons, when placed outside of the tower become "unstable" square blocks (2x2).

1.4.3.   These blocks follow the same behavior of an Atom Bomb that has been placed outside of the tower (1.3.4)

Projectiles

1. Projectiles in The Great Wall behave no differently than their behavior in the core game.

Environment

The Great Wall simplifies the layout of the game field. Instead of a fortress composed of four sides, the fortress is a single wall positioned along the bottom of the screen.

Instead of a flat wall that needs to be protected, there's a new configuration called "**towers**".

The Grid

1. The base grid itself is carried over from the core game.

Ballista Command

General Features

Ballista is designed to be very aggressive but balanced. If the player uses all their blocks to launch in their ballistas, then their walls will be exposed, easy to attack.

Gameplay

Towers

1. Ballista Command uses the same fortress design as The Great Wall, but locks the tower blocks to house permanent ballistas.
2. There is one key difference to the Ballistas in Ballista Command - the ballistas fire **blocks instead of projectiles**.

Blocks

1. The only blocks used in Ballista Command are the standard core blocks.
2. These blocks can be used for either building a wall or launching towards the incoming projectiles.
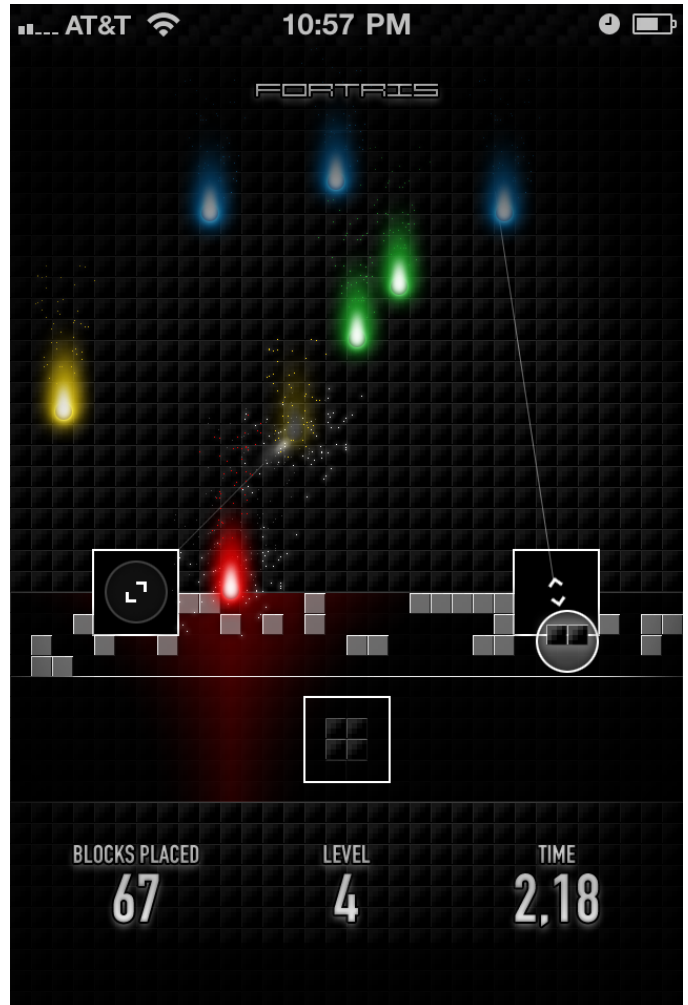
Projectiles

1. Projectiles in The Great Wall behave no differently than their behavior in the core game.

Environment

Ballista Command uses the same fortress configuration as The Great Wall.

The Grid

1. The base grid itself is carried over from the core game.

Miscellaneous Notes

Start Screen Design

Design impact on "Start" UI remains to be determined. UI of start screen will be affected by decisions on how these additional game play modes will be implemented (in game purchase, etc).

For example, the buttons on the start screen could list all modes explicitly:

- Play Core
- Play The Great Wall
- Play Enemy At the Gate
- Settings
- More
- Help

There is ample room for a reconfiguration or the addition of more buttons on the start screen.
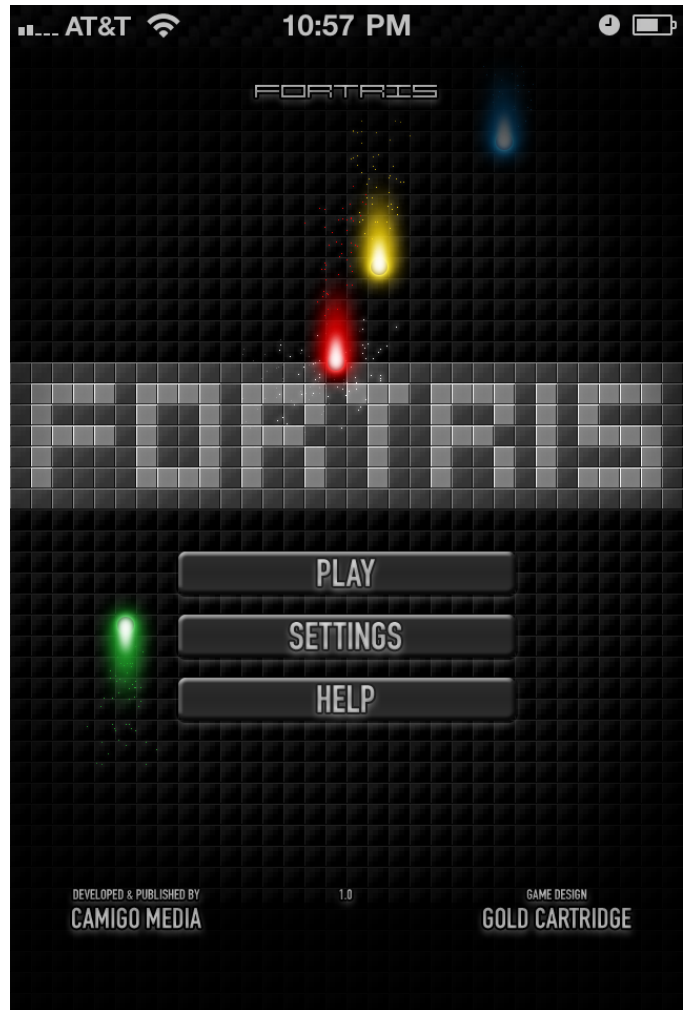
"Mock Ups Appendix"

This appendix lists the mockups referred to in the document. All full size images are included in the folder labelled "Mock Ups".

- The_Great_Wall_mockup_v1.png
- Ballista_Command_mockup_v1.png
- mockup iphone (retina) - start.png