**Game name**

Gnomes on the roam

**Genre**

Horde/wave shooter survival

**Description**

The sun has been attacked by an army of gnomes from another universe, fight back and use the plants mutated by the power of the sun to help stop the gnomes from destroying the planet. Battle through endless waves of gnomes with your plant allies and see how many pesky gnomes you can destroy. Attain a full collection of plants and rumour has it a magical sunflower will infuse your weapons with liquid sun making them much more deadly

The player has to navigate and use the environment to help them survive long enough to thwart the evil plans of the gnome king. On the way players can find and upgrade weapons, plant beastly plants that will protect you and destroy the gnomes in their way and buy things along the way to help make survival easier.

See how far you can get in an endless onslaught of ceramic beasts by upgrading your arsenal to keep up with the ever-increasing strength of gnomes.

**Title screen idea**

The title screen will show the plants that are available in the game on one side of the screen, this will be panning shots of the plants around the map this will loop. On the other side of the screen there will be menu options with buttons for, playing the tutorial, playing the game, loading a game and quitting. There will also be a logo for the name of the game on the top of the screen

**Tutorial idea**

The tutorial will be selectable from the main menu, this will teach you the basic mechanics of the game, such as how to shoot, plant plants, opening buyable doors and killing gnomes. This will allow the players to learn the game in a more controlled environment with only a few gnomes when needed so they can be ready to play the game after.

**Evolution of game mechanics**

Shooting both a semi-automatic pistol and a fully automatic assault rifle. The player starts the game with the pistol which does a low amount of damage until upgraded, an assault rifle can be purchased during the game off the wall which will be a high damage weapon.

Planting and using seeds for plants, the seeds can be found from seed stations around the map once the player has a seed it can be taken to a planter where it can be placed and the plant will grow and start defending the player using their unique attack that varies depending on what plant has been placed

Killing gnomes in waves, gnomes will spawn in infinite waves with continuously increasing numbers and health. There should only be a certain number of gnomes at one time as a maximum amount so on higher rounds the game won’t lag from having too many gnomes on the map at the same time.

Upgrading weapons, weapons will be upgradable by completing a short task, this is planned to be planting a plant in each of the 4 planters around the level. Once all 4 plants are placed at the same time the center of the map will open and the player will be able to pay to upgrade their weapons

**Win condition of the game**

The player can win the game by slaying enough gnomes to buy the sun capacitor which can be used in a machine to end the game and fix the sun, this will banish the gnomes to their own dimension and free the world from their evil clutches