

Raylib Tower Defense

1. Overview

1.1. Genre

Action Roguelike/Roguelite, Tower Defense

1.2. Summary

The objective of this game is for the player to pick a certain number of towers by strategizing different combinations to eliminate hordes of never-ending enemies with increasing difficulty and enemy counts.

2. Gameplay

2.1. Towers

There will be unique towers that the player can equip (a max number of) before starting the game making them think about tower synergies and anti-synergies. Track towers are a unique set of towers which are only allowed to be placed on a track.

Some example towers which could be implemented (needs more detailed planning):

- Cannon - Basic tower that the player starts with
 - Medium Attack, Medium Attack Speed
 - Starter tower which does nothing (for now)
- Tesla Coil - High burst damage tower
 - High Attack, Low Attack Speed
 - Bounces and electrocutes enemies (applying the electrified effect)
- Witch's Hut - Throws potions which splash in an area and have random effects
 - Death Potion - Instantly kills enemies
 - Vines Potion - Temporarily root enemies and deal a bit of damage
 - Gold Potion - Applies the golden effect
 - Effect Potion - Applies a random effect (currently on wet & burned)
 - Speed Potion - Temporarily increases enemies speed (The witch throws whatever she has at hand!)
- Geyser - Activated Track Tower (when enemies step on it)
 - Medium Attack, Low Attack Speed
 - Knocks up enemies and they take damage
 - Wets enemies which slows them down slightly
- Lava Pit - Constant DPS Track Tower
 - Medium Attack, Tick Attack Speed (damage over time)
 - Lava sits on the track and enemies that step in it get burned
- Obelisk - Buff Tower

- Increases effectiveness of other towers by boosting stats such as range, damage, attack speed, or even give towers effects to apply to enemies

Tower Effects (notice synergies and anti synergies):

- Wet - slows enemies down for a period of time
- Electrified - Deal extra damage to wet enemies and shock them causing them to stay in place momentarily
- Golden - Gives more currency on enemy death
- Burn - damage over time and removes the wet effect
 - If Golden get more currency on death if burned (enemy was turned into liquid gold instead of getting shot at by a projectile)

2.2. Enemies (needs more complexity, kind of shallow)

There will not be a large variety of enemies that they need to prepare for as of now, instead the enemies will just have a few varieties such as a normal (medium stats), fast (but low hit points), and slow (but high hit points) and over time the enemies stats will scale to make the difficulty harder such as increasing hit points or speed by a small amount every wave

Bosses will be introduced every certain amount of waves which will introduce the biggest jump in difficulty after they have been defeated.

2.3. Waves

Waves will be dynamically created through a Director (inspired by Risk of Rain 2) which has an associated value with each enemy and a certain amount of credits they can spend. They will then spend all their credits to create a wave and then that wave will be used by the game to spawn enemies.

2.4. Map

The map will initially start out as a very simple tower defense map with a few bends from the spawn to the area the player is trying to protect. As the game progresses and the player defeats a boss a new path will spawn either on the existing one or creating an entirely new path to the core and then the enemies will be split between the paths. This will happen each time a boss is defeated creating a unique map from a preset of paths.

3. Art & Style

This game will feature a very simplistic art style with only the towers being drawn sprites (and possibly projectiles, TBD) with everything else such as enemies, particles, paths, the map, all being drawn with simple shapes to the screen.

The map should still be somewhat decorated but without any sprites to keep the scope of the game simple and not take away from the chaotic nature that there will be thousands of enemies on the screen that the player needs to focus on.