GMTKJAM 2018 (2)

Design document

**Theme:** Genre, without mechanic

* Tower defense, with 1 place
  + Keep upgrading 1 tower
  + Stacking up a lot
  + Multiple modules
* Rhythm game without music
* Fighter game where you can’t touch or interact with a player directly
  + Use the environment, props etc.
  + Power ups to change the environment
* Wargame without war
  + Military strategy in peace
  + Scare of other county’s
  + Find the middle between scaring and getting into a war
  + Bribing?
* Simulator without the realism
  + Wacky things that wouldn’t happen irl
* Card game without turns
  + Fast paced
  + Draw cards on a timer, timer keeps decreasing
  + Card will activate in x seconds, so you can counter
  + Needs ai and ideally multiplayer

Platformer:

* Jumping

Shooter:

* Enemies

Fighting:

* Punching
* Kicking
* Combo’s
* Health

Stealth:

* Shadow
* Alarm
* Security

Survival:

* Health
* Food
* Danger

Rhythm:

* Music
* Patterns
* Reactions

Simulation:

* Realism

Tower defense, with 1 tower space

**Important:**

* Modules
  + Different gun modules
  + Hospital module
    - Healing
  + Shield module
    - Defends a number of modules up and down from it
* Stacking
* Enemies
* UI to build the tower up
* Currency

**Secondary:**

* Modules that don’t work in each other’s vicinity

**Shield module**

**Hospital module**

**Machine gun animation**

**Main menu, game over scenes**

**Score system**

**Money system**

**Background art**

**Enemy art**

**Sounds**

**Music**

**Progression in difficulty**

**Enemies**

1. **Standard: Moderately fast, Low damage, medium health**
2. **Heavy: Slow, High damage, moderately high health**
3. **Gunner: Moderately fast, moderate damage, low health**
4. **Sprinter: Very fast, low damage, medium health**
5. **Evader: Jumps around with pistol, medium damage, hard to hit, low health**
6. **Tank: Slow, Low damage, very high health**

**Modules:**

* **Base module: does nothing, low cost**
* **Machine gun module: Low damage, fast fire rate, medium cost**
* **Hospital module: Healing over time, high cost**
* **Shield module: Puts up shield where it takes time to get through, medium cost**
* **Sniper module: High damage (One shot), Sloow fire rate, high cost**
* **Bombing module: Medium damage, area of effect, very high cost**