**Title:**

TBD (GTD is placeholder)

**Platform:**

TBD

**Engine:**

Unity

**Code Base:**

C#

**Game Type:**

Tower Defense

**Summary:**

This tower defense will be a simple to understand and fun to use tower defense. It will use gems for towers and each gem will have its own unique ability.

**Description:**

* The tower defense will be top down view that uses sprites for everything.
* This is a tower defense that will use gems as the “gimmick”. The player will be able to create gems, combine them to make new different gems, and level them up for stronger attacks.
* Each gem will have a unique ability/attack and will revolve around the player knowing how to handle each wave/level with certain gems.
* Will most likely have a few game modes like story, challenge, and endless.
* The user will be able to keep their gems between levels in story and even replay levels to level up gems they want to be stronger. This way the user wants to replay levels with different gems and figure out how best to handle things.
* The user will be able to place down gems in certain determined places at the start of the level and can switch them out, but switching out gems takes time to switch them.
* At any time while the gem is not being used the player will be able to fuse them together to make new gems. This process takes time, and can also be done before the match or after the match so it does not take up time during the game.
* At this point it’s not determined if the user gets to pick how the path for mobs will be or if it’s all pre-determined, for challenge mode for sure they are pre-determined and maybe also for story. For endless seems like a good idea to give the user the ability to pick their own type of path with a set amount of tiles so they can do what they want.

**Menus and Modes:**

* Main Menu:
  + Will have each game mode. (Story, Challenge, Endless)
  + Selecting each mode will take you to their respectful modes.
  + After each menu there might be a score or some indication to progress.
  + Will be an exit button.
* Story:
  + Entering story will show a chapter type layout. Still TBD.
  + The user will be able to select a level that leads to the “Battle” field.
  + On the bottom of the screen will be a location for inventory of gems.
  + On the bottom of the screen will be a location to fuse gems.
  + Will be a return button.
* Challenge:
  + Entering Challenge will show the different challenges.
  + The user will be able to select a challenge that leads to the “Battle” field.
  + There will be no gem information at the bottom.
  + Will be a return button.
* Endless:
  + Entering endless will enter the “Design” field.
* Design:
  + The design field allows the user to design how the mobs will move through the map from start to finish with a certain amount of tiles.
  + At the bottom of the screen will be the tiles the user can lay out, as well as the number of spaces the user must use.
  + There will be a confirm/cancel button.
  + Clicking the confirm button will enter the “Battle” field for the level.
* Battle:
  + Still up in the air how battle will look.
  + Battle will be where the action happens, fighting, ect.
  + There is a hotspot that will run across the bottom.
    - The user will be able to choose what gems to switch out on/off the field/invintory, ect.
  + There is a gem info box at the bottom of the screen.
  + There are three button in the bottom mid invintory, enemies, fuse.
  + Each button is a toggle to open another window in the middle.
  + In the top middle will display the energy/money earned.
  + In the top left will be what wave the player is on.
  + In the top right is how much hp the base/player has.
* Invintory
  + Will be in the battle menu and selected from an icon/button.
  + When opened all the gems the user has access to will be placed in it.
  + Clicking a gem will place the gem info in the gem info box.
  + Here you can switch gems from the gem hotbar and such.
  + This is where the user will purchase new base gems with energy/money.
* Enimies
  + Will be in the battle menu and selected from an icon/button.
  + Will display a list of enemies that will be coming next, ect.
  + Clicking on one will display the hp/speed/attack that enemy has.
  + Other gems you have on the field will be able to predict further what will come.
* Fusing:
  + Will be in the battle menu and selected from an icon/button.
  + Will be a box in the middle with three seprtate gem boxes.
  + The user will place a gem on the left/right and choose to fuse.
  + Un-fusable gems will not be allowed to be placed.
  + Fusable gems will have an energy cost that is taken when fusing.
  + The new fusion will be placed in the hot swap bar.
  + Only gems in the hot swap bar can be used.

**Ideas:**

Have the enemies that will be showing up on the left side in a column that can be collapsed to show waves, and expanded to show each one. There is a count down timer showing when the next one will enter the map.

Gems can level up to like 20 and the user can place points into either “speed”, “Ability”, or “Range”. A total of 10 max on each, but with only 20 points and 30 needed to be fully maxed the user can’t max.

Only max level (20) gems can be fused. Then the points are averaged and halfs are counted back to let the player use again.. maybe.

To fuse gems there will be 3 slots, the middle is the fuse. The left and right you will click on to see all the gems in inventory to select what two you want to fuse. It will only display max level gems.

Have the bottom have like three buttons for the different things you can do.. (see enemies, inventory, fuse) and when not open show stats of the gem out on the field that is clicked/selected. That way the user can level them up.

The “invintory” will be manuall and you won’t know what things are till you click on them. Forcing you to remember and sort by your own accord. Will be like a bag/table you can move them around in. Then you can add them to your “Hot Bar” or something and both the hotbar and invintory can be accessed by the fuse gem.

There will be a sort of energy that is gained from killing an enmey. This energy will be used to purchase new gems, level up to unlock more gems (possible), and to make fusions which won’t be free.

Peradot Gem will give a plus/minues to allies/enimies around them.

Need to make a topic for the following:

Gem Creation/obtaining.

Gem Fusing

Gem Types

Gem Leveling

Enemies

Visual layout

Story

Spend points at the start of the level in story mode.

To place down a gem it requires enegy, the further away from the “home base” costs more energy. Making it more thinking to place them down in correct locations the first time.

Make the editor’s menu for changing name,ect have pop up buttons to change the values. That way we don’t ahve to change them in that menu.