Title:

Realm Defenders

Genre(s):

Top-Down 2D Tower Defense

Setting:

The game is set in a fantastical medieval kingdom, where various regions of the realm are under threat from invading mystical creatures. Players will traverse through different areas of the kingdom, defending key points from waves of enemies.

Lore:

The once peaceful kingdom of Eldoria has been invaded by mystical creatures from another dimension. These creatures are seeking to drain the realm of its life force. As the kingdom’s chief strategist, you have been tasked to set up defenses and protect key areas of the realm. With a variety of towers and upgrades at your disposal, you must strategically place them to fend off the invaders and save Eldoria.

Game Features

Core Gameplay Mechanics:

Tower Placement: Players can place towers on predetermined spots on the map an try my best to ensure that the UI for tower placement is user-friendly.

Enemy Waves: Enemies come in waves, with each wave increasing in difficulty adding varying enemy characteristics within the waves.

Enemy pathfinding: enemies move within certain path.

Resource Management: Players earn resources by defeating enemies, which can be used to place and upgrade towers.

Tower Types:

Archer Tower: Fires arrows at enemies. Air and ground

Magic Tower: Casts spells that can damage or debuff enemies. Air and ground

Bomb Tower: Explodes, dealing area of effect damage. Ground

Ice Tower: Slows down enemy movement. Ground

Fire Tower: Deals damage over time with a burn effect. Ground and air

Sniper tower: great power long range slow shot Ground and air

Resource tower: generates resources for the player

I want to add more or change so that they can be specific to aerial or ground only defense.

Enemy Types:

Basic Grunt: Standard enemy with no special abilities.

Fast Mover: Quick but has less health.

Tank: Slow but has high health.

Flying Creature: Can only be hit by certain tower types.

Layered enemy: when killed drops lower tier enemy.

Boss: Very strong enemy that appears at the end of certain waves.

Levels and Progression:

Multiple Levels: Each level is a different area of the kingdom that you must stop the enemies from getting past

Progression: Unlock new towers and abilities as you progress through the levels that will be required to be used to defeat the new enemies that are introduced as the levels proceed.

Upgrades:

Tower Upgrades: Enhance your towers’ abilities.

Kingdom Upgrades: General upgrades that apply across all levels.

Additional Features:

I really feel like a game like this should have a save feature so I would love to look into implementing that. I have the idea that you pick the first level and if you win you will actually be sent to the menu to pick the next level so that I could add multiple maps for the wave based game that could take a little time.

Ensure each map has unique aesthetics and strategic challenges. Possibly a water spot or tower

Replayability: Randomized enemy waves for increased replayability.

Pony List (Nice-to-Have Features):

Leaderboards: Compare your scores with other players.

Achievements: Earn achievements for completing specific challenges.