Dragon's Castle - Defence

Overview

You are a dragon defending their castle and of course your treasure from the filthy human knights and foot soldiers. If a human gets through to your treasure they pickup as much treasure as they can and disappear. If you lose all your treasure there is no more reason to defend the castle and its game over, find another castle and more treasure to hord (restart).

To defend your tower you can place baby dragons of several different types on top of walls of the maze the human soldiers must navigate to get to the treasure. The baby dragons should be upgradable or grow and become more powerful. To place towers (dragon) we start off with 100 'essence' each dragon type has different cost, damage, fire rate and range. Each human killed you receive a set amount of essence dependant on the human type.

Details

Possible 2 lanes where cavalry sometimes runs down the 2nd path? (cavalry is faster)

Creeps:
- Standard sword footman
- Knight footman
- Cavalry
- Knight Cavalry
- Bigger boss guy

Towers:
- Baby dragon types (red, green, black, blue etc)
- Get bigger on upgrade?

2D Art
- Dragon (Anything simple and what you can think of) blowing out fire (For main menu screen)

Technical

- Enemies (humans) spawn at the beginning of a castle like maze level and navigate the pathway available toward the other side of the maze.
- Every 10 seconds another wave of enemies is spawned and the number of enemies is increased by 1. The waves are endless (it's about high score and how far can you get)
- The player places down towers (dragons) on top of the maze walls which then start attacking the nearest enemy.
- There are 4 dragon types : Fire(Red), Ice (Blue), Acid (Green), Death (black) each with different cost values and attributes including damage, fire rate, range.
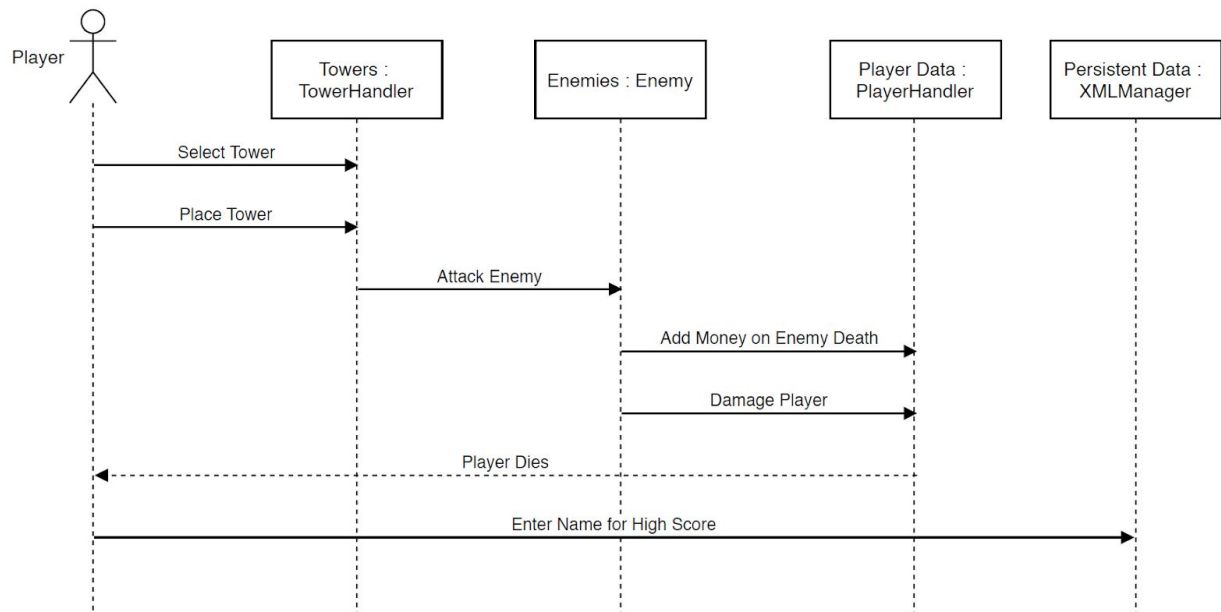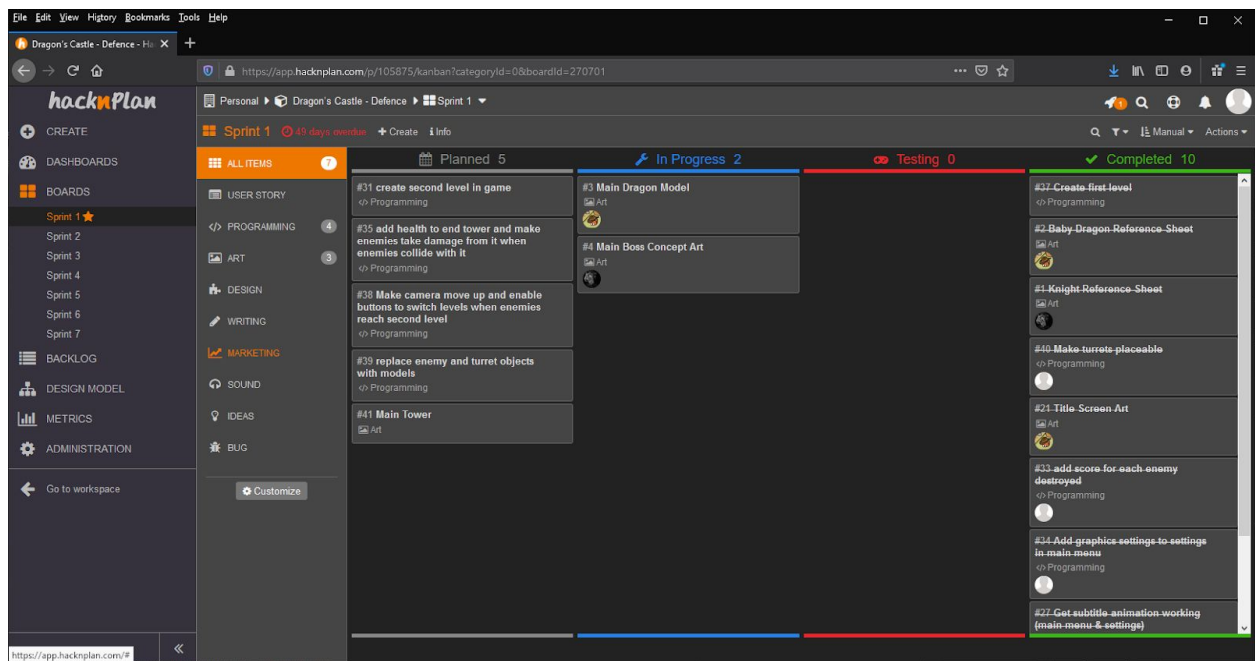
ART

Main Menu

Dragon Tower Icons

Sequence Diagram

Hack n Plan

https://app.hacknplan.com/p/105875/kanban?categoryId=0&boardId=270701

Team Emails:
ed.dixen@gmail.com
asoengkoeng@gmail.com
pjthompson.au@gmail.com
kham4820@gmail.com