Slimeageddon

Design Document

By Nicholas Schmiege

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Introduction

Game Pitch

Slimeageddon is a 2D tower defense game about defending a castle from a slime army that is approaching said castle.

Player Experience

In a single screen maze the player will build towers to stop waves of slimes that are approaching. The player must earn coins by defeating slimes and use the coins to build more towers and the waves progressively get larger.

Platform

The game is developed to be released on PC.

Development Software

* Gamemaker Studio for programming
* Asperite for Graphics and UI
* FL Studio 21 for music and SFX

Genre

Single player, Tower Defense, Strategy

Target Audience

The game lacks complex ideas and has intuitive-to-grasp mechanics creating an ideal game for casual game players. As well as enthusiasts of the Tower Defense genre.

Concept

Gameplay Overview

The player can create towers along a preset path, each which has its own distinct range and set of skills. Creation of towers costs coins with the cost increasing with the tier of tower. Towers will automatically fire at slimes that enter their range. Slimes will follow the preset path attempting to reach the end and destroy the castle which will result in the players loss.

Art

Design

The art used in the game is a very minimal form of pixel art. While the art does include color the color palette is very minimal and there is no added detail to the level design or tower/enemy design.

Game Experience

UI

The UI is very basic and only uses basic text as well as reusing sprites for tower selection.

Controls

Mouse

Left Click

Tower Variation

Sling Tower

Medium Range tower with Average Rate of Fire/ Costs 50 coins

Archer Tower

Short Range tower with High Rate of Fire/ Costs 100 coins

Catapult Tower

Long Range tower with Low Rate of Fire/ Costs 200 coins

Progression

The game progresses exponentially with the number of enemies, enemy health, and enemy speed increasing as the level increases, with the level increasing by one every 5 seconds.

Economy

Towers cost a static value with the player starting with 50 coins and earning 20 coins per enemy killed.