**Hue TD**

**1. Overall Gameplay**

**2. Tower**

**2.1. White Tower**

‘White Tower’ is the only tower that player can build directly. Player can empower it with essence.

Player can build ‘Tier1 White Tower’ with X golds. Player can upgrade it to ‘Tier2 White Tower’ with X golds. Player can upgrade it to ‘Tier3 White Tower’ with X golds.

‘White Tower’ have only basic attack ability. Its damage and attack speed grows as its tier increases.

**2.2. Color Tower**

‘White Tower’ can be empowered by essence and becomes ‘Color Tower’.

‘Tier1 White Tower’ can only be empowered by tier1 essence. Same with Tier2 and Tier3

Tier1 Color Towers have same appearance with ‘Tier1 White Tower’. Only color is changed. It have some buffs to its normal attacks.

Tier2 Color Tower has unique appearance corresponding to its color. It has unique effects or attacks.

Tier3 Color Tower has unique appearance to its color. **It has very unique effects.**

**2.3. Tower Stats**

Each tower has stats. Damage, Attack Speed, Range, and Penetration. Some towers might have more than two attack types (ex. Tier2 Red Tower. Attack + Ignite). Then these stats must be considered separately.

Damage: Base attack damage.

Attack Speed: How fast a tower can attack.

Range: How far a tower can attack.

Penetration: How much defense a tower can ignore when attacks. See section 5.2. for detail.

**3. Essence**

Essence is the main resource that can be used to (1) Empower white towers. (2) Combine multiple essences to get higher tier essence. (3) Enchant Tier2 or Tier3 Color Towers.

Player gets random Tier1 essence for each X stage cleared.

Player does not know which Tier1 essence he/she will get. So he/she must prepare various strategies.

**3.1. Tier1 Essence**

Basic essences which can be obtained by clearing stages. Player can combine two Tier1 Essences to make a Tier2 Essence.

**3.1.1. Tier1 Red Essence**

Empower: Increase tower damage.

**3.1.2. Tier1 Blue Essence**

Empower: Slows enemy

**3.1.3. Tier1 Green Essence**

Empower: Poisons enemy

**3.2. Tier2 Essence**

Tier2 Essences can be obtained by combining two Tier1 Essences. Tier2 Essence can be used to empower ‘Tier2 White Tower’, or Enchant Color Towers. Enchanting increased tower’s basic stats, or grants some abilities.

**3.2.1. Tier2 Red Essence**

Empower: Strong & Slow attack. Ignites enemy.

Enchant: Increase tower damage.

**3.2.1. Tier2 Blue Essence**

Empower: Freezes enemy.

Enchant: Tower attacks slows enemy.

**3.2.1. Tier2 Green Essence**

Empower: Poisons enemy until death.

Enchant: Increase tower range.

**3.2.1. Tier2 Purple Essence**

Empower: Chain lightning

Enchant: Add penetration to attacks.

**3.2.1. Tier2 Yellow Essence**

Empower: Very fast attacks.

Enchant: Increase tower attack speed.

**3.2.1. Tier2 Blue-Green Essence**

Empower: buffs nearby towers.

Enchant: Enemies killed by this tower gives more golds.

**3.3. Tier3 Essence**

Tier3 Essences are very unique and rare. It can be obtained by two or more Tier2 Essences. Also, it needs recipe to make it. Recipes can be unlocked by achievements.

**4. Gold**

Golds can be earned by killing enemies.

Golds are used to build/upgrade white towers.

**5. Enemy**

Most enemies have dark color.

Some unique enemies have primary colors (ex. Red, Blue). They’re immune to corresponding color towers.

**5.1. Stats**

Each enemy has stats. HP, Defense, Speed, and Immunity.

HP: Health Point.

Defense: Defense can block damage from towers.

Speed: How fast an enemy moves.

Immunity: Unique enemies can have immunity to specific colors.

**5.2. Damage Calculation**

When tower attacks enemy, its damage is decreased by enemies’ defense. Also, enemies’ defense is decreased by tower’s penetration. So net damage to enemy is calculated as follows

Net Damage = max (1, Tower Damage – max (Enemy Defense – Penetration, 0))

**6. UI**

**6.1. Main Page**

Main page has three menu options.

- Game start: leading to “Map Select Page”

- Settings: leading to “Setting Page”

- Credits: leading to “Credits Page”

**6.2. Map (Stage) Select Page**

Map select page has list of maps and its preview. Player can choose which map to play and enters “Gameplay Page”

**6.3. Gameplay Page**

Player plays hueTD in “Gameplay Page”.

**6.4. Setting Page**

Settings

**7. Level Design**

There will be 50 levels per map. After 50 levels, player can continue with freeplay mode.

**7.1. Basic Estimations / Rules**

- Level 10: 5 white towers, 1~3 Tier1 Color Towers. (Cannot make many Tier1 or save essence for high tier)

- Level 20: 10 white towers, 3~5 Tier1 Color Towers, 0~2 Tier2 Color Towers. (Need some Tier1)

- Level 30: 15 white towers, 5~8 Tier1 Color Towers, 1~3 Tier2 Color Towers. (Need at least 1 Tier2)

- Level 40: 20 white towers, 5~10 Tier1 Color Towers, 2~5 Tier2 Color Towers. 0~1 Tier3 Color Towers. (Need at least 2 Tier2)

- Level 50: 20 white towers, 5~10 Tier1 Color Towers, 3~5 Tier2 Color Towers, 0~2 Tier3 Color Towers.

- Early levels must be hard enough that player cannot save essence for high tier empowerments.

- Player must build many white towers. So color towers becomes more unique and special.

**8. Effects**

When enemy is killed by white tower, it dies without much effects.

When enemy is killed by color tower, it dies with effect corresponding to such color.

Towers with high tier has more effects.

**9. Flowchart**

**10.**