

GAME CONCEPT #6

PROJECT PATHWAY #3

Summary

The dark evil wizard has arrived at the final fortress in his quest to conquer the world. It is the job of the white wizards to put up the last fight and defend the mighty fortress with all they have. They must send word out in the kingdom, encourage all who show promise for magic to join the fight, train them up and deploy them on the battle field to withstand wave after wave of attacks from the dark evil wizard. Can good still win?

Genre

Strategy, Tower defense

Starter Asset Packs

- ❖ <https://assetstore.unity.com/packages/3d/environments/forest-low-poly-toon-battle-arena-tower-defense-pack-100080>
- ❖ <https://assetstore.unity.com/packages/3d/environments/dungeons/dungeon-low-poly-toon-battle-arena-tower-defense-pack-109791>
- ❖ <https://assetstore.unity.com/packages/3d/environments/fantasy/awesome-stylized-mage-tower-53793>
- ❖ <https://assetstore.unity.com/packages/3d/environments/fantasy/goblin-cannon-145437>
- ❖ <https://assetstore.unity.com/packages/3d/elemental-magic-totems-59522>
- ❖ <https://assetstore.unity.com/packages/3d/props/weapons/3d-items-free-wand-pack-46225>
- ❖ <https://assetstore.unity.com/packages/3d/characters/humanoids/fantasy/battle-wizard-poly-art-128097>
- ❖ <https://assetstore.unity.com/packages/3d/characters/creatures/golemmonster-33260>
- ❖ <https://assetstore.unity.com/packages/3d/characters/humanoids/fantasy/goblin-robber-66959>
- ❖ <https://assetstore.unity.com/packages/3d/characters/humanoids/fantasy/troll-annibal-110766>
- ❖ <https://assetstore.unity.com/packages/2d/gui/icons/free-rpg-fantasy-spell-icons-200511>
- ❖ <https://assetstore.unity.com/packages/2d/gui/icons/free-ui-pack-170878>

Features

- The player does not control their own character in the game.
- Instead, they play with a view of the battle ground and that of a skill tree.
- Several waves of enemy units move towards a central fortress from different spawn points and attack anything in their path. There are different types of enemies with different abilities and weaknesses.
- The player can use skills in their skill tree to train awaiting magic apprentices, giving them different powers and being able to then place them on the battle field. They will then fight incoming enemies.
- If enemy units are destroyed, the player gains skill points. If enemy units reach the fortress, the player loses skill points. Skill points are the sole currency of the game.
- If enough skill points are acquired, new skills can be unlocked to be able to deploy more powerful units in the defense of the fortress.
- If enough skill points are lost to go below the current total of 0, then the last unlocked skill is locked again and the player must work to re-obtain it.
- The player loses if they reach the bottom of the skill tree, and they win if they unlock the final skill able to destroy the dark evil wizard.
- There are one basic magic skill available in the beginning, one ultimate skill (the goal of the game) and several more in-between separated into at least 4 branches: Physical, Mechanic, Magic and Imaginary. Physical spells are used to damage enemies; Mechanic is used to lift and throw things; Magic is used to make objects float in midair; Imaginary is used to create objects. Each enemy is weak against particular types of magic.

Mood Board



Multi-Platform Game
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