

Game Design

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Objective

The player will buy construction materials (bones, woods, steels) to build tower which is high enough to reach the cloud and then use the catapult at the top of the tower to shoot down the god.

Gameplay Mechanism

1. Players need to build a tower using construction materials (physical bodies). Enemies will attack the workers and you need to hire soldiers to fight against them.
2. When reach enough high (roughly the high of the cloud), a siege weapon (catapult) will appear at the top of the tower and players need to shoot the god on the cloud down by dragging the catapult arm.
3. Players will lose the game either when the time runs out or all the workers are killed.
4. Building materials and hiring soldiers will both cost gold, which is increased by time (100 gold/ 2 sec).

Level Design

1. Three ages (stone, medieval, modern) with different construction materials (bone, wood, steel) and different density of enemy.
2. Different materials have different price and physical features.
3. Tradeoff between hiring soldiers and buying construction materials are different among levels.

Technical

Scenes:

Menu, Map (Level Selection), Gameplay

Controls/Input:

1. Drag the material (shown as bone) button at the bottom of the screen to the upperground and build a tower.
2. Click the "Minion" button to hire soldiers
3. Drag the catapult arm to shoot at the god on top of the cloud

Classes/CCBs:

Scenes, Materials (bones, woods, steels), soldiers, catapult