Not a Tower Defence Game

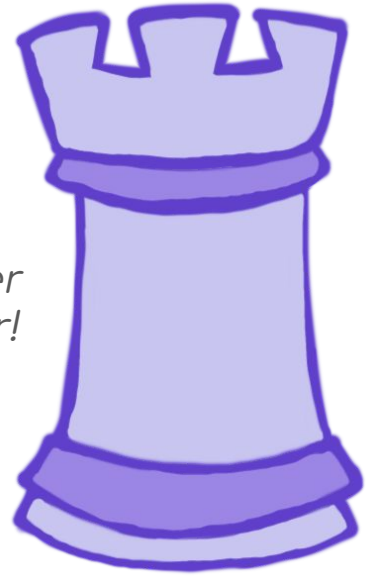"Not a Tower Defence" is a turn-based tower defence where players directly control a tower to get rid of enemies.

In theory...

Intended Prototype Result?
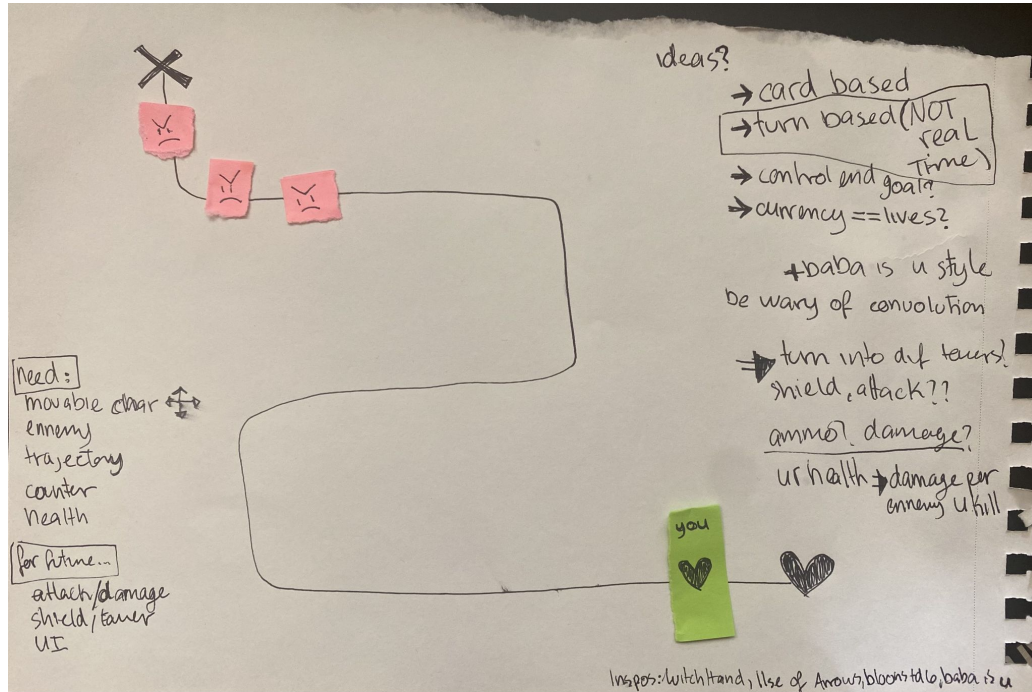
Player Character controlled tower!

Enemy...

ideas?
→ card based
→ turn based (NOT real Time)
→ control end goal?
→ currency == lives?

→ baba is u style
be wary of convolution

→ turn into dif towers!
shield, attack??

ammo? damage?

ur health → damage per enemy u kill

need:
movable char
enemy
trajectory
counter
health

for future...
attack/damage
shield/tower
UI

you

Inspos: WitchHand, Ilse of Arrows, bloons td 6, baba is u
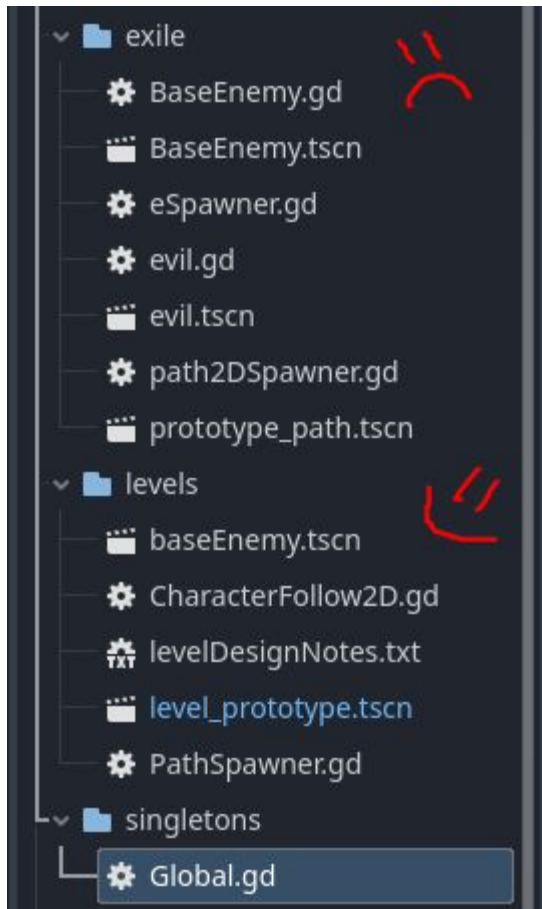
So... What went wrong?

Design Goals:

"How can I innovate on a base tower defense game?"

"What happens when enemies only advance when the player moves?"

Mechanic Implementation:

- Counter system
- 4 directional movement
- Enemy spawn dependent on player's movement

> *Turns out it's not really fun.*

Many attempts at pathfinding

What have I learned?

> *My feelings regarding Game Dev*

> *The NEW direction of my prototype*