

Title: Goblin Tower Defense
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Story:

Before explaining the scope and the logic of the game, I want to begin with the story of the game. This game is inspired by the Anime “Goblin Slayer”. The goblins in the animation assault girls and ruin their life. The goal is to protect the innocents from these threats by preventing these threats from approaching the innocents.

Project Scope:

This game logic is inspired by the “Bloons Tower Defense” game series. Different from the “Bloons Tower Defense”, the enemy is not the balloons but the goblins. The goal of this game is to create a defense that will prevent the goblins from approaching the innocent girls at the end of the course. I will be using shooting logics from `bullet.py` for implementing the attacks on the goblins and background logic from `maze_runner.py` to implement the course.

Game rules and Mechanics:

To prevent goblin from approaching the end of the course, the user will hire different characters from the animation to defeat those goblins. At the beginning of the game, the user has a limited budget in hiring those characters. For each goblin destroyed, there will be a new investment on the budget to upgrade or hire more characters. The user can lay off these characters to get a partial refund. There are four types of enemies (goblins, hobgoblins, goblin lords, goblin paladins). Each type of goblin will have different features such as high health and high speed. Different from the game series, this game ends when four instances of any type of goblin completed the course since the defense proved itself to be vulnerable.

Level Design:

There is no limit to the level of the game. For each level of the game, the amount and the health of the goblin will increase. The player must upgrade their defense against stronger goblin. The goal of this level design is to have the player should create a ultimate defense that will defeat all invading goblins. Next to the course, there will be a list of icons representing a list of available defense facilities to choose from

Interaction Design:

The user will use the mouse as an interaction of the game. The user will choose different defense facilities and drag them on the side of the course to destroy the goblin. The user can click on a defense facility to upgrade or remove the facility. The user can start the level, pause the level, and exit the game.

Audio-Visual Design

There will be a course rendered for the goblin to complete. On the left of the screen, there will be a label showing the current budget for the user and an icon to start or pause the game. Because of the complexity of the game, there will only one background music playing through the entire game. Unless there is more time to add a variety of music.