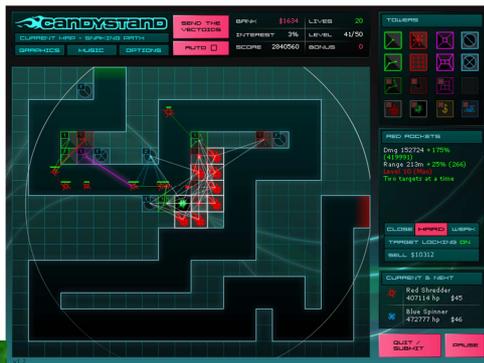


Tower Defence



[This is a quick design doc to look at for ideas and inspiration](#)

Tower Defence

Game Objective

The game's objective is to stop objects from reaching the end of the level and/or exit area. This can be done with placing things like towers, traps and bombs until the time runs out or the enemies/ or whatever your defending against break through.

Game Mechanics

Turrets –: Placing them, Movement (rotation), being able to shoot, Health?, Have a cost?, damage dealt?.

Enemies - : health? Spawn point, damage dealt?

Traps? - : placing them, long they last for, cost, health, damage dealt?

Bombs? - : placing them, Timer? cost, health, damage dealt?

Count down Timer -: long will each round last for?

Enemies' goal - : many need to reach the end level/exit for the player to lose the game?

Money system - : How is it earned/spent – do values differ for different objects?

Highscore -: how is scores determined?

Building -: how to place it and where?

Game Themes

Vehicles - have cars trying to get to a car park.

Bugs - trying to reach berries.

Fruits - which are attempting to reach the fruit bowl.

Marbles - rolling vertically into a marble sack.

Litter / waste – prevent it from dropping into a river (also works with beavers)

Junk food – Stop junk food from reaching the launch box.

Blood cells – destroy the bad blood cells.

Clone – turrets shoot sperm into embryos to create an army. (just a suggestion)

Space – battle spaceships and protect earth.

Colourful blocks / Bubbles / Shapes / Letters / words

Tower Defence

Game Names (generic)

Breakout, Raid, Townce , TD 2014 , Tower defence , the great escape,

Game Names (Dependant on chosen theme)

Attack of the clones, last space, tank attack, Bad blood / Bleedout, Recycle vengeance,
Bug swatter / beastie beater

Game Features – optional game features

Sounds - menu sounds/music, button/touch sounds, game music,
Bullet/missile/ bomb sounds, placement sounds, enemies death sound,
Turret firing sound?

Display – Health, Money, Time, Player score, Build menu, how many enemies
reach their goal, kill count.

