

Towers of Edenhold

DESIGN DOCUMENT

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Introduction

Game Summary Pitch

Towers of Edenhold is a static One-Tower Defense game that uses Deckbuilder mechanics to enhance the possible outcomes on the battlefield.

Inspiration

Unrailed 2

Unrailed 2 is the main inspiration towards the art style and art direction of the game. A voxel based 3D Environment.



Taur

Is one possible inspiration for the take of a static “One-Tower” Defense game.



Stacklands

Stacklands is one possible inspiration for the take on a Deckbuilder mechanic. Draw cards and use them to advance in the game.



Player Experience

On a single map the player will defeat multiple incoming waves of enemies with only one available tower. Enemies are heading towards the tower and attack it when they are in range. The player will be able to upgrade his tower and use deckbuilding mechanics to change the

outcome on the battlefield with cards. Therefore he needs to manage his resources and decide if he uses his cards to either upgrade the tower or to attack and hinder enemies.

Platform

The game is developed to be released on Web-Browser

Development Software

- Godot version 4.3 for programming
- Magica Voxel for modelling and texturing
- Blender for rigging, animating and export to Godot
- FL Studio for Audio
- Photoshop, Aseprite & Figma for the cards and UI

Genre

Tower Defense, Deckbuilder

Target Audience

People who enjoy playing Tower Defense and Deckbuilder Games. It will appeal to casual gamers but will also features some in-depth mechanics which more advanced gamers can enjoy.

Concept

Gameplay overview

The player is bound to one of many towers that are used to defend Edenhold against "The Other Ones". Enemy hordes that spawn will try to attack the tower. Meele enemies will get in close range to the tower

and start attacking it. Ranged Enemies will stay within target range to damage the tower from a distance. The player has a HP Pool for the Tower itself and an Amber Pool which will be consumed on using cards. Cards feature strong magical attacks with AoE damage. While the tower itself deals only amber damage, the cards can have several magical damage types. Those damage types are Ice, Physical, Dark and Earth.

All those Spells come with different CCs and/or Damage over Time.

Earthquake deals initial damage and stuns enemies.

Blizzard deals damage over time while in AoE.

Barrage deals physical damage while in AoE.

Corrosion deals damage over time while in AoE.

Theme Interpretation (You are the weapon)

The player is bound to the tower; neither can exist without the other.

Primary Mechanics

| Mechanic |
|--|
| Auto Attacks The tower auto attacks, this logic is set to "nearest enemy". |
| Ambercards Cards that can be played at any time by the player. The cards deal special types of damage. |

Tower upgrade or healing

After each successful round the player can choose to either heal the tower, increase attack speed or increase damage dealt.

Secondary Mechanics

| Mechanic |
|--|
| Damage over Time Ambercards have damage types that can deal damage over time as long as the enemy is within the AoE. |
| Ambercards Ambercards can be drawn and will enter automatically the players card deck from which they can be played. |

Art

Theme Interpretation

The art direction features a broad color pallet of black and grey. There are also some green and orange colors needed for the edenhold part of the map. Magical Types are displayed in “learned” colors. For example: Ice = Blue/white.

Design

The overall Design will be very smooth Voxel Art because of the isometric view and camera distance. The approach will be minimalistic.

Audio

Music & Effects

To add to the overall theme and vibe of the game, there will be minimalism incorporated into the music. Orchestra type music will be used to underline the Dark Fantasy Theme of the game. Various sound effects according to what is happening on the screen will give the player a feedback on what he is doing. Environmental sounds will fill the game environment with life and atmosphere.

Game Experience

User Interface

On top of the rigid voxel art style, the UI will feature a 2D Pixel art style to enhance the experience of the player and seamlessly integrate in the art direction of the game.

Controls

Keyboard

WASD

Mouse

Left Click

Drag and Drop

Lore & Narrative Design

No one remembers exactly what happened or how it all began. Ancient legends speak of the **Amberspark** – a turning point in the history of the world **Nyx**. The **Amber**, a magical essence flowing through Nyx, is the source of all life and magic. The legends recount that with the Amberspark, everything began to falter. The Amber became unstable, started consuming itself, and its power abandoned Nyx. As the Amber dwindled, so too did life, and in its place appeared **The Others**. They no longer have a true name – former inhabitants of Nyx, corrupted by the absence of Amber, which once maintained balance. Mindless and with an insatiable hunger for Amber, they roam the world, mere shadows of what they once were.

Thousands of years ago, the most powerful magicians managed to stabilize pure Amber and erect a protective barrier, shielding the remaining Amber from the Amberspark. This barrier, a ring of hundreds of towers, separates the **Other Realms** and preserves a final refuge reminiscent of the old world. Each tower contains an **Ambersplitter**, a core of pure Amber with the ability to sustain the barrier and defend the tower itself.

Thousands of years ago, hundreds of magicians volunteered to serve as guardians of these towers. They bound their lives to the towers, knowing they would never leave them again. They were given the name **Doxwardas**. The Doxwardas, keepers of this protection, possess the ability to bind pure Amber into powerful scrolls – known as **Ambercards**. These cards grant spells capable of controlling the battlefield. Additionally, each tower is equipped with sophisticated defensive systems to withstand the looming threats.

But the towers are interconnected. If one tower falls, the barrier falls. If the barrier falls, the last bastion where Amber, life, and magic still exist falls as well: **Edenhold**.

These are the Towers of Edenhold.

Development Timeline

MINIMUM VIABLE PRODUCT

| # | Assignment | Type | Status | Finish By | Notes |
|----|----------------------------------|----------|------------|--------------|-------|
| 1 | Design Document | Other ▾ | Finished ▾ | Jan 29, 2025 | |
| 2 | Narrative Design | Art ▾ | Finished ▾ | Jan 20, 2025 | |
| 3 | Functional UI | Coding ▾ | Finished ▾ | Jan 21, 2025 | |
| 4 | 3D Assets | Art ▾ | Finished ▾ | Jan 26, 2025 | |
| 5 | Ambercards | Art ▾ | Finished ▾ | Jan 27, 2025 | |
| 6 | Map Building | Art ▾ | Finished ▾ | Jan 29, 2025 | |
| 7 | Complex game logic and mechanics | Coding ▾ | Finished ▾ | Jan 30, 2025 | |
| 8 | Audio and Effects | Audio ▾ | Finished ▾ | Jan 31, 2025 | |
| 9 | Playtesting & Bugfixing | Other ▾ | Finished ▾ | Jan 31, 2025 | |
| 10 | SUBMIT | Other ▾ | Finished ▾ | Jan 31, 2025 | |

