

Theme: Every 10 seconds

- "Seconds as in servings"
- Tower defence where
 - Towers only last 10 seconds?
 - Take 10 to build
 - 10 second status change (RPS)
 - Attack cooldown (10 sec reload?)

Tower Defense Game

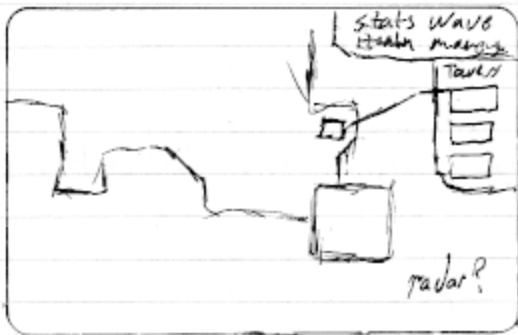
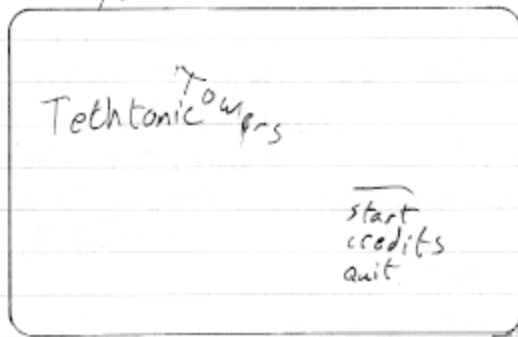
- Art themes
 - Terminator style Future
 - Rebels build with scrap
 - Synthwave style? Emissions/White balance

Mechanics

- ☒ Base with health
- ☒ Clear path from enemy spawn points
- ☒ Spawns occur in waves
- ☒ Enemies move towards player base
- ☐ Player starts with X cash
- ☐ Defeated enemies drop cash
- ☒ Towers only stand for 10 seconds
- ☐ Towers award Percentage of value after crumbling
- ☐ Selecting an enemy shows health bar
- ☒ Enemies deal variable damage
- ☐ Escalating tower types (TYRIAN)
- ☒ Place tower silhouette
- ☐ Depth of field
- ☐ Radar?
- ☐ Towers leave scrap? Scrap collectors?
- ☐ Build ring that shrinks?

PHASE IT OUT

Concept



Make paths
windy, but think
of them as timers

PHASE 1 - Basics ✓

- ✓ Title screen
- ✓ UI
- ✓ Pause Menu assets
- ✓ Block out objects
- ✓ Credits
- ✓ Game Over screen
- ✓ You Win screen

PHASE 2 - Movement ✓

- ✓ spawning enemies
 - ✓ move towards base
 - ✓ Player can spawn towers
- towers have different times?

PHASE 3 - INTERACT

- ✓ Towers shoot at enemies
- ✓ enemies - damage base
- ✓ Lose state

PHASE 4 - Waves ✓

✓ create 4 waves for the player to survive

✓ Win state

PHASE 5 - Audio ✓

When spawn near enemies, tower doesn't lock on 60 second
610 FIXED

- Add all sound effects ✓

PHASE 6 - Actor Art

Model and animate actors

PHASE 7 - Terrain Art

Refine Level design / Art

PHASE 8 - Sweet tunes!

Find some songs (copyright free darksynth?)

→ NUMBER 9 -

Iterate tower type

NUMBER 9 -

Iterate enemy type

NUMBER 9 -

Iterate wave type

Icing - CAKE (not a lie)

RTS camera with big maps

More Concept

Tower

Hover vehicle that moves to target and transforms into tower for 10 seconds

Enemy 1

Rover that drives up and detonates

The Forgotten Phases

- Handle Money purchases
- Announce Wave screen
- Tutorial
- Wait for last enemy before next wave
- Better Enemy Attack (Trigger)
- Dealing with the top spawn?

Final Stretch

- ☒ Animate Towers
- ☒ Decorate level
- ☐ Texture Pass Tower
- ☒ Texture Pass level
- ☐ Model new enemy
- ☒ Tower ring
- ☐ Animate enemy
- ☐ Texture pass enemy
- ☒ SHIP IT

New Plan

- ☒ Fix Spawning - Each thing should, spawn, then wait, then loop
- ☒ Fix Pathing - I really just switch to enemy detector around base
- ☒ Set up Money exchange
- ☒ Wait for last enemy before next wave. - Additive time
- ☒ Texture ground - Paint Path
- ☒ Update Lighting, add atmospheric dust
- ☐ Update Model textures (simple, scale/color) for variety
- ☒ Fine tune Waves and add tutorial
- ☒ SHIP IT