

# Fading Light

## DESIGN DOCUMENT

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## Introduction

### Game Summary Pitch

Fading Light is a tower defense based game where a mage of a forgotten realm has to run into the shadows in order to find ancient magic ingredients necessary to create arcane alchemy based defenses.

## Inspiration

### Vampire Survivor

A frenetic game where you have to run from hordes of enemies and look for upgrades.

We decided to the frenetic style since the mage have to move into the shadows dodging incoming enemies



### Defense Grid: The Awakening

A classic tower defense game with a the peculiarity that the player could change the path of the enemies by placing towers.

We had not have time to implement the changing path feature but we kept the base building once.



## Player Experience

In a single big map the player will have to frantically run into the shadows in order to find magic ingredients necessary to build defenses. Over time the difficulty will increase by having stronger shadows in much larger groups. Choose carefully wich elements take and wich avoid is the key of the victory.

## Platform

Browser Game

## Development Software

- Godot

## Genre

Singleplayer, tower defense, casual

## Target Audience

Without heavy or complicated ideas, and intuitive-to-grasp mechanics, this game is marketed to at least **casual game players** that like to achieve always higher scores.

## Game Experience

### Controls

#### Keyboard

WASD for movement, F for place green towers, G for place gold towers, H for place pyramid, TAB to open inventory