

War Within: Body's Defense Corps

Design Document

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Game Overview

Summary

TowerDefense where you place cells to use against viruses, bacterias or any harmful organism to the body.

Gameplay

The player commands the immune system to attack organisms harmful to the body by placing different kinds of White Blood Cells in the grid, these have different attacks and effects. The goal is to destroy the pathogen waves until they stop spawning.

Mindset

The player should feel on edge, ever wondering what pathogens are on the next wave. Tactical place of your White Blood Cells is a must. Know your advantages and disadvantages to play in your favor.

Highlights

- Progressive Difficulty
- Each White Blood Cell has a unique ability.
- A special pathogen can drop a powerup.

System Design

Game Flow

Players place White Blood Cells on the level when having enough resources:

1. At the start of the level, the player has enough resource to place initial WBC:
 - a. Players place the initial WBC available.
 - i. **Should there be a cost? Of what? Yes, Bone Marrow Aspirate Concentrate (BMAC).**
2. After some time whether the player placed WBC or not, the pathogen waves will start spawning.
3. Recollect more BMAC:
 - a. Pathogen randomly drop Adenosine Triphosphate (ATP)
 - b. ATP autocollects and is stored in the BMAC Generator.
 - c. Once the BMAC Generator has at least lvl 1 filled out, players can activate and claim BMAC.
4. Player keeps placing new WBC and/or keep current WBC alive to defend:
 - a. WBC has LifeSpan and HitPoints, if any goes to 0 the WBC dies.
 - i. Players can decide to use ATP to keep WBC LifeSpan going or use BMAC Generator to gather BMAC to place new WBC.
 - ii. Each WBC has different LifeSpan and HitPoints thus making the choice to use ATP for old WBC and BMAC for new WBC has more weight.
5. Players can activate WBC unique abilities:
 - a. WBC has conditions that need to be met to use its abilities.
 - i. Conditions can vary.
6. End Game:
 - a. Player wins when all pathogen waves have been defeated.
 - b. Player loses if any pathogen goes over the line of defense.

Requirements

Unique Systems

Facilities to allow for multiple actions per card, and a variety of interesting synergies. It might be doable with a repository of pre-programmed **effects/traits** that can be bound to a **card(s)** (possibly including itself) and a **phase**.

Some examples:

- **Attack(4)** -> bound to a card for the Post-Action Phase will deal damage to that card before the end of turn, and remove itself (one-off effect)
- **AngerIssues(1)** -> bound to the card itself on play will bind to the card's "attacked" signal and increase its attack power every time it's attacked (permanent effect)
- **OverProtective(1)** -> bound to another card on play and will bind to said card's "attacked" signal and increase its own attack power every time its protected card is attacked (permanent effect)
- **UndyingLoyalty()** -> bound to the king (or some other card) and will take damage for the king if it's attacked, possibly preventing an untimely defeat. This one would be an UBER powerful effect that will be abused~

This can effectively be described in a CSV file, which makes me happy because I like simple things, even if they're hard to make simple.

Other Systems

- General-purpose "Table" with a graph of interconnected slots where cards can be played
- RNG -> D12 animation sleight of hand
- **Linked cards are 'related' and actions may propagate/backfire between them?**
Could be as simple as adjacency defining what is 'linked.'

World Design

Setting

Time is not needed. Place is inside the body.

Subsettings

- Open Wound
- An Organ
- An Infection

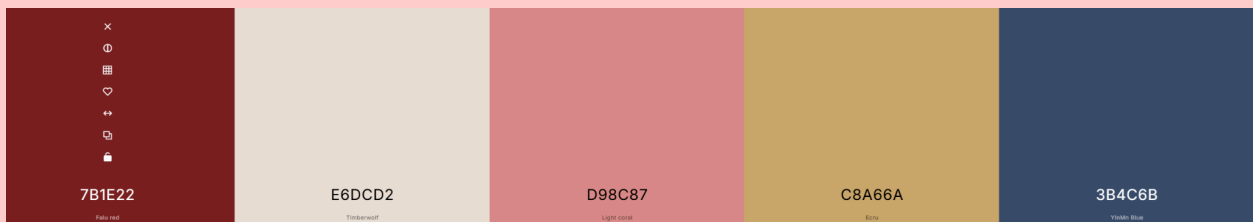
Visual Design

Color Palette

Enemies



Body inside



No shades, monochromatics with different saturation values. No outlines.

Super Meat Boy could be a reference for “Pale” like palette color.

Stylistic Attributes / Elements

Cute, no shape limitations.

Pathogens should be colored green or purple.

Vibrant color for resource objects so players can see them easily.

Influenced by Ozzy and Dryx, also Cells At work. Modern culture.

Effects

Particle effects.

Music / Sound Design

Sound Palette / Instrumentation

Instrument sound effects and music.

Happy, high-pitched tones.

Electric guitar as the base instrument for sound palette.

Stylistic Attributes / Elements

No particular motif.

Evoke the sensation of Urgency to the player as their goal is to save the body.

Yes, to let the player know there is a power up to be picked up, a cue sound will be played.

Effects

None for now.

Required Assets

These should probably be roughly in order of use!

Visual

1. Plane for the floor.
2. 5 game objects to be WBC.
3. 5 game objects to be Pathogens.
4. 1 game object for resources.
5. 1 game object for power up.
6. UI for Start Menu
7. UI for How To Play.
8. UI for Choosing WBC to place.
9. UI for resources.
10. UI for Game Pause.
11. UI. Credits / Game Over
12. Camera
13. Lightning.

Audio

1. 1 song to play during the level.
2. 1 sound effect for pathogens.
3. 1 sound effect for when WBC dies.
4. 1 sound effect for when a Pathogen dies.
5. UI sound effects.
6. 1 sound effect for resource pick up.
7. 1 sound effect for power up pick up.
8. 1 sound effect for resource generation (BMAC)
9. 1 sound effect when placing a new WBC.

Schedule

A rough list of steps towards release.

Aim for a portion of the milestone every X days/weeks.

- Pre-alpha
 - Define name, type and ability of each WBC and each Pathogen.
 - Program some WBC and Pathogens.
 - Modeling some WBC and Pathogens.
 - Program and Modeling UI Elements.
 - Prototype gameplay
 - Pathogen wave generation
 - Pathogen drops resources and power ups.
 - Player control, place WBC.
 - Player can manage resources.
 - WBC died when hit by Pathogen.
 - UI functionality.
 -
- Alpha
 - Improve WBC programming
 - Improve Pathogen programming
 - Alpha Gameplay:
 - Pathogens have special abilities.
 - WBC have special abilities.
 - WBC abilities have conditions.
 - Players can activate the WBC abilities.
 - WBC can also die after LifeSpan reaches 0.
- Beta
 - ...
- Gamma/delta
 - ...
- Omega/final!
 - ...Final Version:
 - Game has been polished and ready.

Brainstorming Notes

Add and remove sections as needed.

Mechanical Notes

- Initially 5 WBC available to use.
 - Limit the amount of active WBC per WBC type in the grid.
- Initially 5 Pathogens.

Lymphocytes

Cadet B Lymphocyte

Shoots forward in its own lane.

Cadet T Lymphocyte

When a pathogen is in an adjacent lane, it pulls it into its own lane.

Wall Lymphocyte

Blocks the way, has much more health, and no lifespan limit.

Infantry Lymphocyte

Attacks with melee weapons.

Killer T Cells

Roll out and, upon colliding with a pathogen, deal damage in 3 rows. Then they return to their initial position, charge for 3 seconds, and launch again. No other cell can be placed in front of them, or it will crash and be destroyed.

Abilities

Cadet B Lymphocyte

Performs a battle cry that causes all white blood cells of the same type to deal double damage for 5 seconds. Costs ATP and has a cooldown.

Cadet T Lymphocyte

When attacked by a virus and its HitPoints reach 1, it explodes and damages surrounding enemies.

Wall Lymphocyte

Soaks itself in soap until it dies. This soap deals constant damage, lower than Cadet B's damage.

Infantry Lymphocyte

Upon dying (either from losing all HitPoints or reaching the end of its lifespan), it clones itself in the same spot with improved stats: better damage, more range, more HitPoints, and longer lifespan, but costs 15%

more ATP to maintain.

Killer T Cells

Explode and destroy all pathogens on screen. These pathogens drop ATP at the basic level, and if they carried a power-up, the power-up is lost. Costs 0 ATP, but cannot be activated immediately upon being placed on the field — requires a 1-minute wait.

Pathogens

Vibrios

Walks to the end and infects any cell in its path. Normal health.

Listeria

Same as Vibrios but with 20% more health.

Clostridium

Same as Vibrios but with 50% more health.

Candida

Burns white blood cells in its attack lane, dealing minor damage over time.

Cholera

Has 30% more health. Uses tentacles or whips to strike its own lane and adjacent lanes, causing pathogens in those lanes to gain +15% damage, +25% movement speed, and +2 HitPoints.

Lore Notes

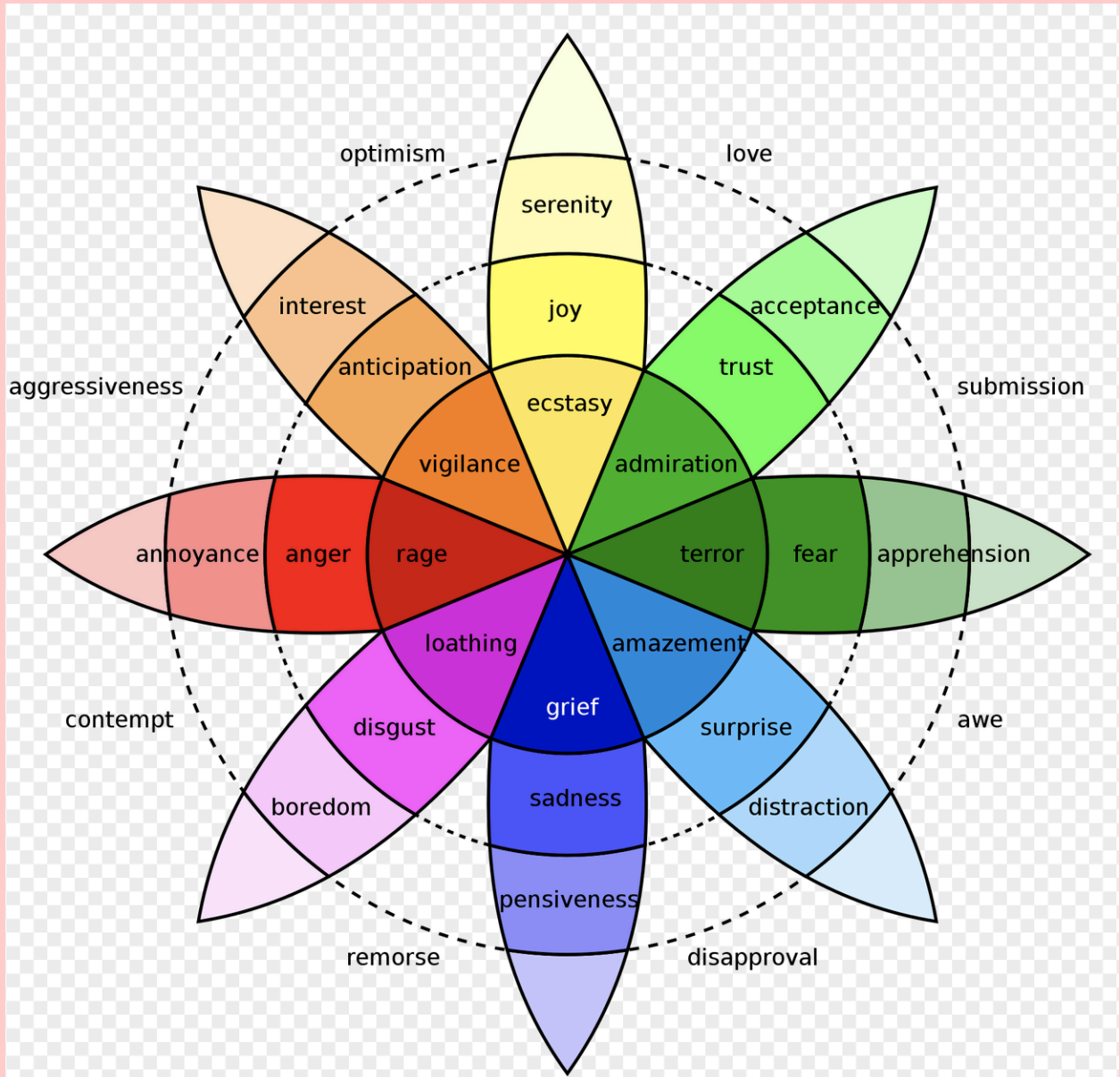
- Combination of DSM & power structures for theming
- Trauma from warfare
- Healthy and unhealthy traits

Additional Visual References

Tower Defense Examples (Color Palette inspiration)



Psychological Image References



Things to Discuss Next Meeting

- Check updates on each member of the team.
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