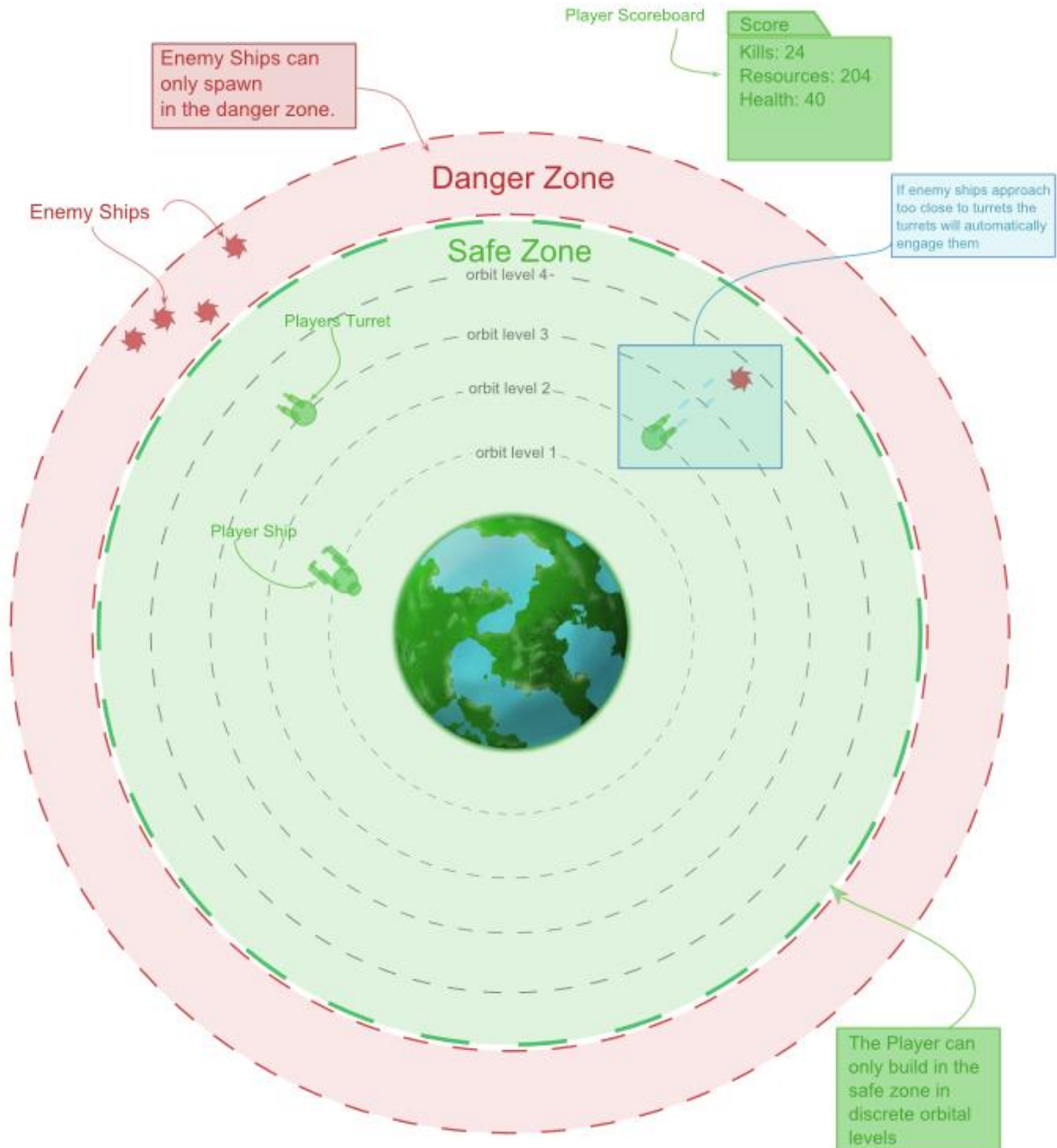


Software Design (EN5895) - Final Project Proposal

Team:

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Concept Art:



Description:

For our final design project, we are proposing a game based on the Tower Defence (TD) subgenre, which has gained popularity in recent years. The game we envision will contain many of the game play elements familiar to TD games but will also contain enough new mechanics as to keep things interesting. We have not yet had time to flesh out the details of our project to a great degree, but following are some preliminary ideas:

Setting

- The game will take place in space. Many of the game mechanics, as well as the physics and art direction of the game will be influenced by the setting.

Game play

- A round of game play would occur roughly as follows:
 - The player is given a certain amount of time to serve as a setup phase. During this time he creates structures which primarily damage enemy attack craft. The game will contain various types of offensive structures.
 - After the setup time has expired, a wave of enemy attack craft assault the planet the player is defending. The turrets he has built will hopefully be able to destroy the assaulting craft before they can inflict too much harm on the poor, defenceless inhabitants.
 - Following this, another setup period begins. The player has collected credits to aid his economy by destroying craft during the last assault, therefore allowing him to bolster his defences.
 - The game continues in this manner until the planet is destroyed or the player defeats all assault waves.

Possible Game Play Mechanics

- Some thoughts we have had with regards to game mechanics are presented now:
 - The player controls a construction space craft only; he will have to pilot it to a location where he wishes to construct an offensive structure in order to create one. Once created the structure operates autonomously.
 - The offensive structures that the player builds will be contained in one of several orbital rings surrounding the planet under defence. Therefore, their position is dynamic as they are constantly orbiting the planet.
 - The player can reposition structures into new orbital rings or stop/delay the movement of structures by gripping them with a tractor beam while close to them
 - Structures will be able to increase attributes such as fire rate, range and damage by levelling up
 - Depending on the Orbital ring a structure is in it will get bonuses such as increased levelling speed.