Defend the City

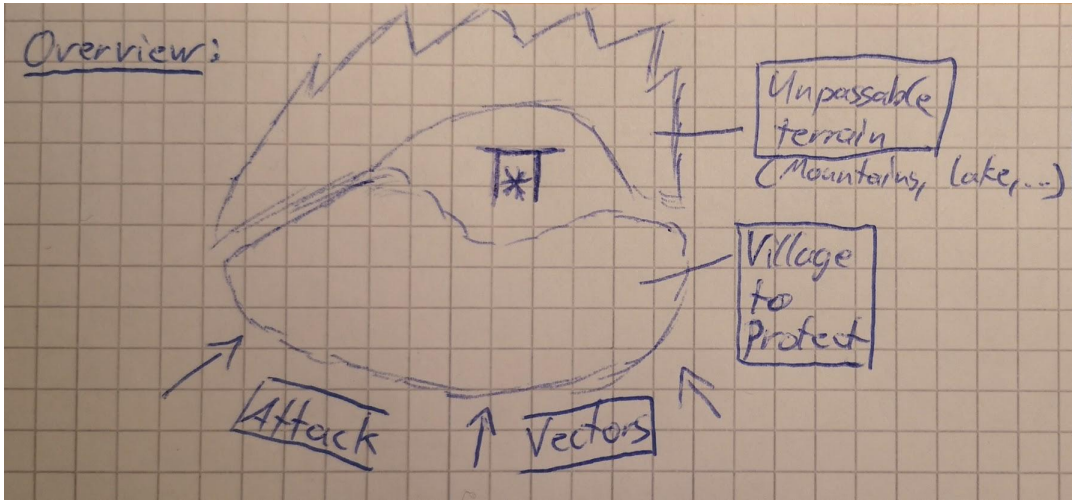
ToBeUmbenannt - Game Proposal
Josef, Sergey, Winfried

Game Description

https://store.steampowered.com/app/201790/Orcs_Must_Die_2/

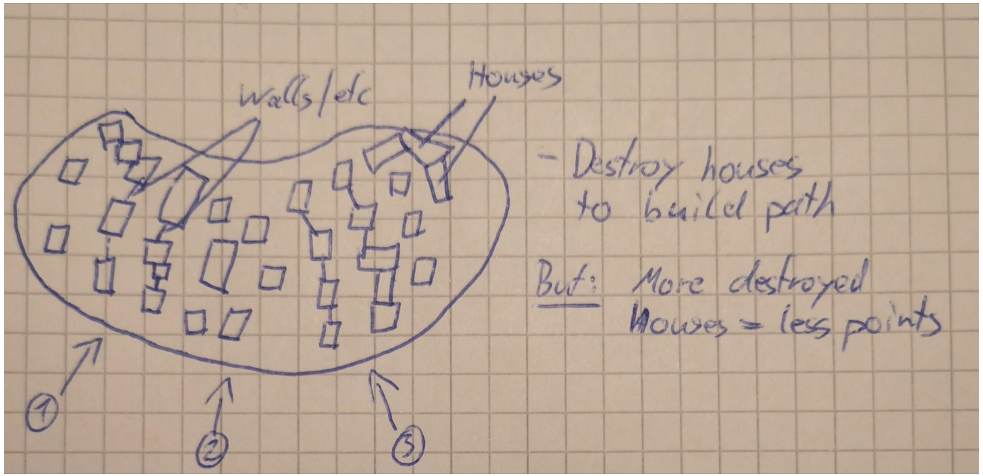
https://store.steampowered.com/app/503620/Fictorum/

Game Description
- Overview



- Impassable terrain in the back
- Village with mystical power source
- Armies storming from the front

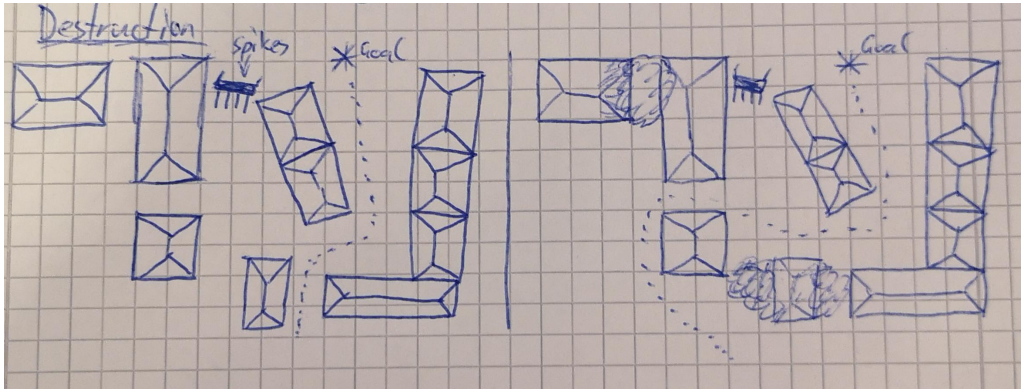
Game Description
- Village Structure



- Village containing houses, walls, etc.
- Different important buildings like a smithy or barracks, …
- Fully destructible

Game Description
- Destruction

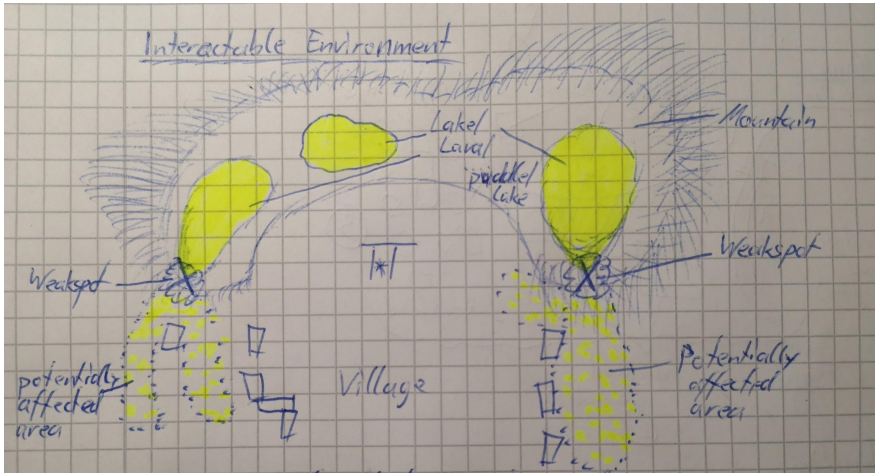
- Destruction with purpose
- Blocking roads
- Creating new paths
- Dealing projectile damage



Game Description
- Interactable Environment

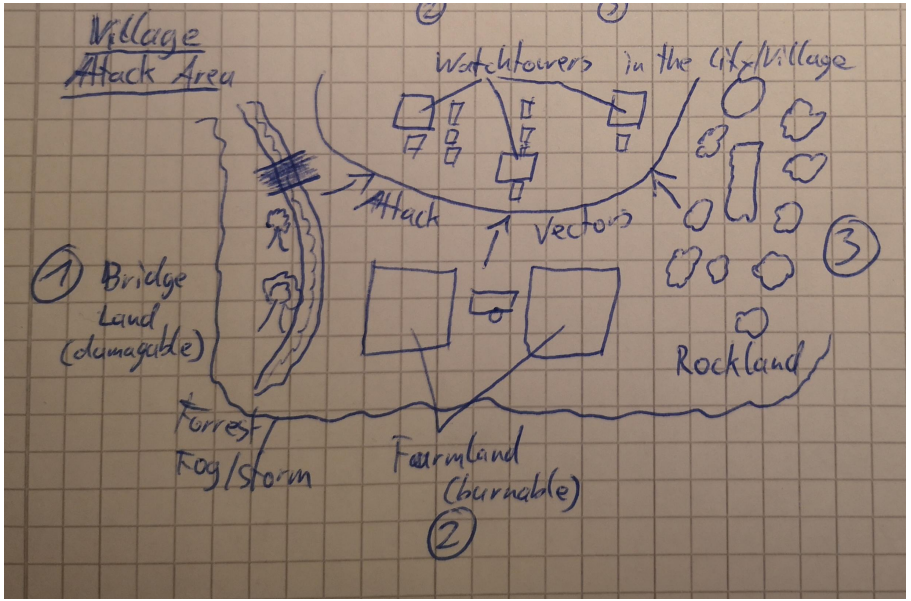
- Break weak spots in the vulcano and let the lava flow

- Affects nearby buildings and enemies and destroys everything in its path



Game Description
- Attack Vectors

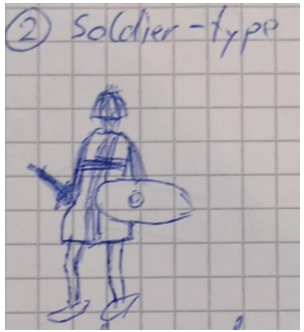
- Scouts in watchtower announce approaching units
- Possibility to influence each attack vector by interacting with the environment



Game Description

- Enemy types

- Hound
  (fast / fighter)
- Souldier
  (medium speed / fighter & destroyer)
- Golem
  (slow / destroyer)



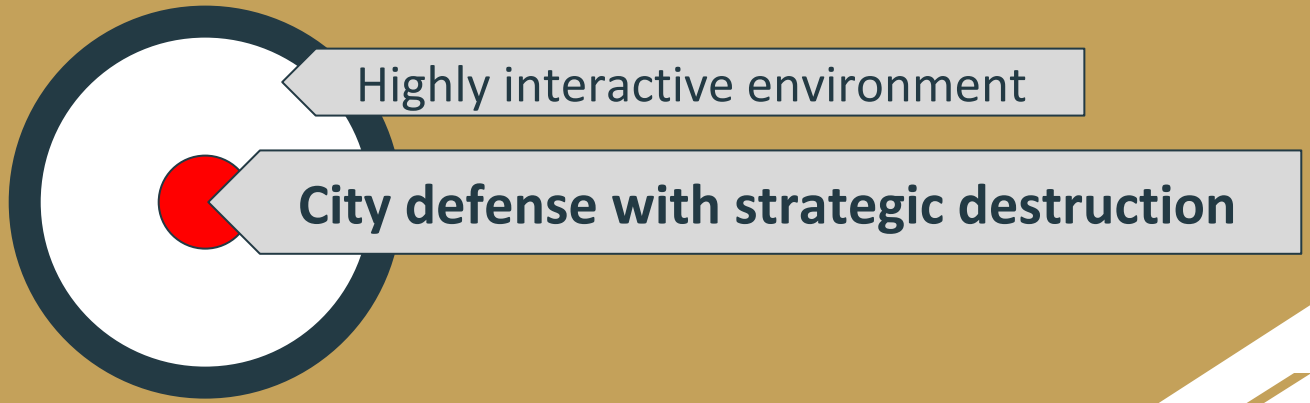
Game Description
- Game Loops

- Short Term:
  - Fighting against enemies
- Medium Term:
  - Decide on upgrades for your troops
  - Limiting attack vectors for enemies
  - Building defensive structures
- Long Term:
  - Balance reward for undamaged houses vs simplicity

Technical Achievement

- Interaction between multiple systems
  - AI (path planning and decision making)
  - Destruction
  - Player
- Lava simulation
- Immersive shaders
  - Lava FX
  - terrain blending for debris

"Big Idea" Bullseye



Development Schedule
- Layered Development Description

- Functional minimum
  - Controllable character (walking around and shooting fireballs)
  - Attacking enemies
  - Win/Lose condition: mystical power source
- Low target
  - Structures (houses, trees, etc) can be destroyed
  - Controllable destruction
  - Level/City design
  - Smart enemies (path planning)
  - Score system

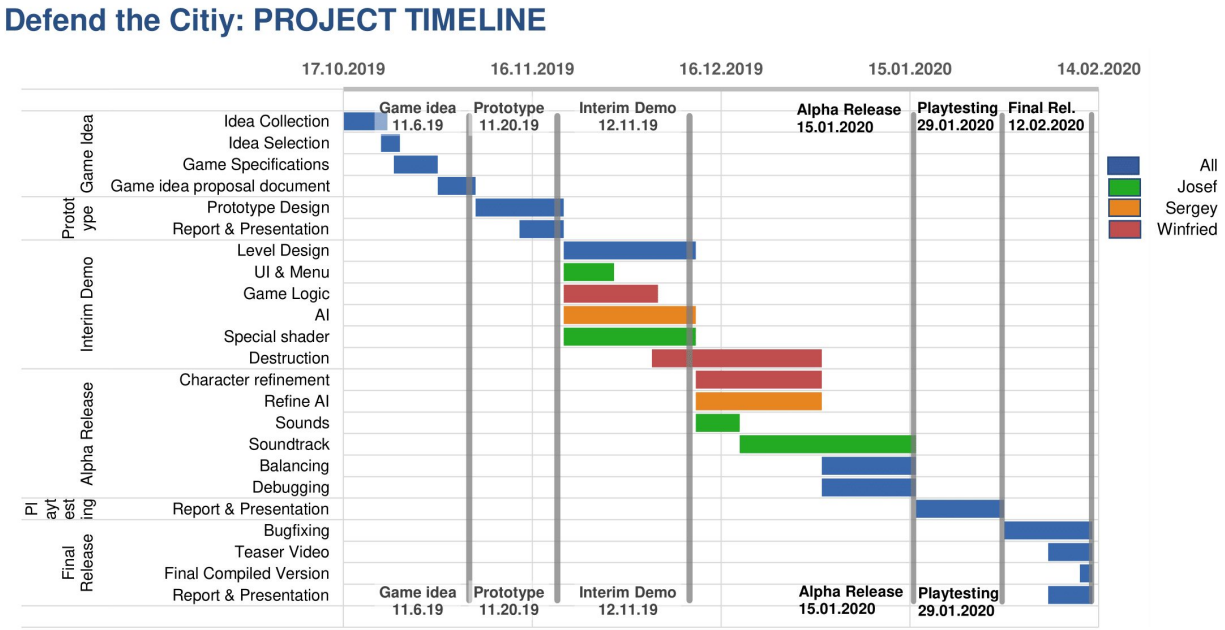
Development Schedule
- Layered Development Description

- Desirable target
  - More possibilities of shaping the path of the enemies by placing oil traps, spikes etc.
  - Some functional buildings (like smithy, barracks, ...)
  - Enemies with different priorities (destroy buildings or find path to center)
- High target
  - Different enemy types (Fighter/Destroyer)
  - Controllable minions fighting on your side
  - Additional spells (aoe and healing spell)
  - Additional strategic possibilities
    - Blow up the bridge
    - Let lava flow from the mountain into the city

Development Schedule
- Layered Development Description

- Extras
  - Campaign where the outcome of previous defenses influence the upcoming attacks
  - Multiple heroes
  - Skill trees
  - Customization (Hats, ...)
  - Multiplayer

Development Schedule



Discussion