

Game Design Document

1. Game Design Overview

1.1. Core Idea & Key Features

The Player cultivates and places plants and animals to defend a farm. At night the farm gets attacked by increasingly stronger enemies. These enemies leave behind game progress relevant items that unlock new plants.

The game is divided into two phases. The first phase consists of farming, crafting and managing the farm to plan a defense in advance. During the second phase the farm will get attacked by waves of enemies and the player will find out if their strategy is successful in protecting their farm.

1.3. Genre

The game's focus is on tower defense and strategy. It also contains crafting, farming and resource management aspects.

1.4. Target Group

The desired target group for the game are english-speaking casual and mobile gamers that are between the ages 16 to 29.

2. Detailed Design Document

2.1. Rules

2.1.1. Level Design

The game's levels are represented as weeks.

During daytime, a limited amount of energy can be used to prepare for the waves of enemies.

After the third day enemies start to attack at nighttime.

2.1.2. Plants

There are a certain amount of starter plants.

Each plant takes 2 days to grow. Plants must be watered otherwise they will die.

Each plant will damage enemies with its ability.

At the start of each week the player has to recultivate the entire field for the upcoming enemies.

2.1.3. Enemies

Enemies will try to kill every plant on the farm.

If all plants have been killed the game is over.

After killing an enemy there is a chance that it will drop some loot.

2.2. Mechanics of the game idea

The core mechanic of the game is to cultivate, select and place plants.

2.2.1. During the day (First phase)

- Farming:
The player can plant new plants, water existing plants and remove them with a shovel
- Animal Enhancement:
One guardian animal can be found on the farm. The player can move the animal at night and also use it to directly attack the enemies.
The guardian animal can be fed one seed to also gain special types of projectiles.
- Crafting:
Plants can be combined to produce new element-based plants.
The newly crafted plants are needed to defend certain types of enemies.
- Management:
Due to the limited energy the player must decide which actions to take to best prepare for phase 2.
A strategy which plants to cultivate for defending at night has to be prepared.

2.2.2. During the night (Second phase)

At night the player move the guardian animal to attack or place bombs seeds.

2.3. Progression

After each week the player will be able to expand the farm and gain a higher amount of resources and energy for farming. The more weeks have passed, the more types of loot can be found. Thus unlocking advanced crafting possibilities needed for more challenging weeks to come.

2.4. Story

The main character inherits a farm from their grandmother. On the farm the character finds an old book containing plant recipes. The main character learns that their grandmother was

a witch that grew useful but dangerous plants on her farm. Once the first plants are grown-up, groups of enemies start attacking the farm.

The enemies consist of corrupted, twisted version of the friendly plants the character can grow on their farm.

3. Technical Design Document

3.1. Interaction Options

To interact with the game via clicking, dragging and dropping the player uses either a mouse or a touchscreen. The selection for this option is automatic based on which type of device is used.

The menu can be traversed through simple clicks.

For the main game the player only needs to slide the mouse or their finger across the screen.

3.2. Distribution

The game is built in Unity. It is uploaded to Itch.io and can thus be played on every smartphone or tablet device through web browsers, as well as using a computer with mouse input. On devices with touchscreen the interaction via touch will be activated.

4. Documentation of the desired aesthetics

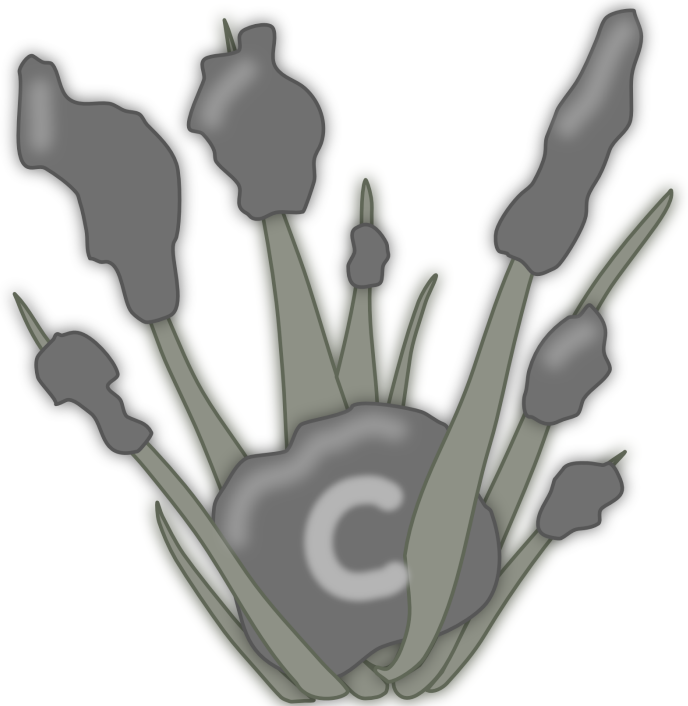
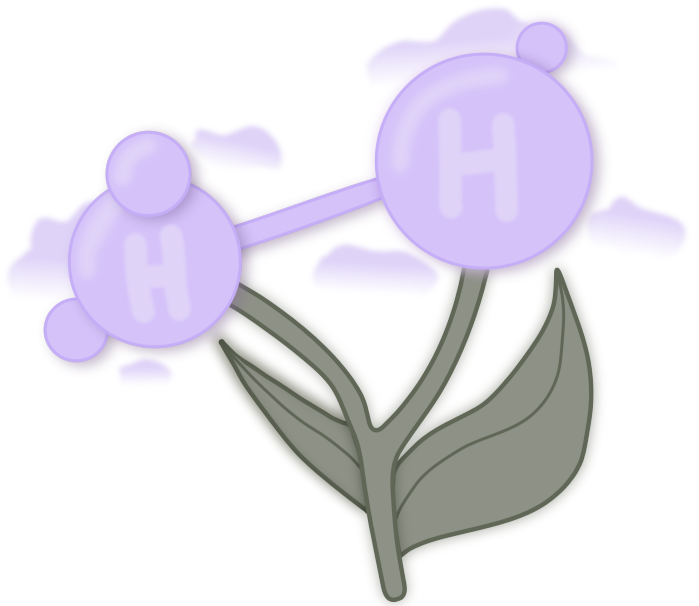
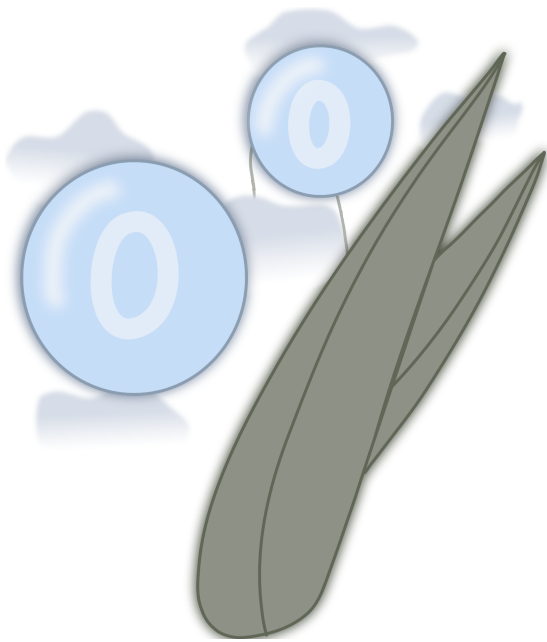
4.1. Setting and Mood

The game takes place in a rustic, cozy farm following the cottage core aesthetic. The house is located far away from the nearest town in the middle of the forest. Resulting in a rather dark and soft color palette with only few outstanding colors. In contrast to that shine the various plants with bright and various colors symbolizing hope and resistance against the powerful attackers. The antagonists color palette is bright and colorful therefore quite nuanced from the usual evil character. His army is mainly designed in darker colors to resemble some type of secrecy and eerie behavior. The few specialists are enhanced by mystical powers giving them bright and shining colors to resemble their individual power.

4.2. Assets

In order to make various hand-drawn assets easily distinctable, they are mainly designed in a "cute" and simplistic way with only few details but noticeable outlines.

4.3. Sketches



5. Playable Demo

Link:

<https://vulturetheboy.itch.io/tales-of-aurora>

Password:

OpenReal