Project Goals & Timelines

Basic Goals

- 6 basic (fundamental) towers
- 2 upgrades per tower
- 5 enemy variables
- 3 level layouts
- 3 in-between "narrative" scenes
- 1 fully balanced difficulty
- 50 rounds designed and balanced

Stretch Goals

- X advanced towers
- X heroes
- X upgrade paths per tower
- X enemy characteristics
- X level layouts
- 3 fully balanced difficulties (easy, medium, hard)
- 100 rounds designed and balanced

Towers

UNIVERSAL VARIABLES

- Shooting **speed**
- Shooting **range**
- Shooting **pierce** (strength)
- Enemy multipliers (effective damage)
- **Physical** or **magic** damage
- Number of shots per shoot
- Ability to detect **hidden** enemies (bool)
- Ability to hurt **armored** enemies (bool)
- **Persistence** of shots (# of enemies hit per shot before shot disappears)

Single Shooter

BASE
Shoots one **physical** shot per X seconds.
Medium **range**, medium **speed**, low **pierce**.

INSPIRATION
Dart monkeys

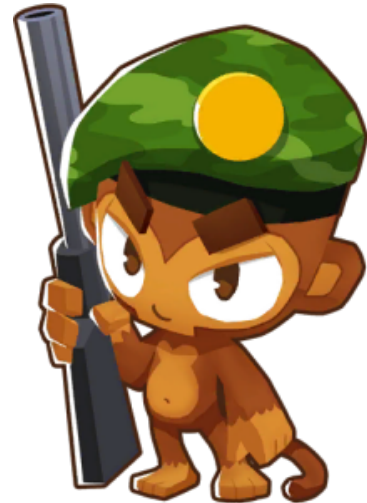## Area of Effect Shooter

BASE
Shoots multiple **physical** shots per X seconds in a circle.
Small **range**, low **speed**, low **pierce**.

INSPIRATION
Tack shooters

Long Range Shooter

BASE
Able to view entire map. Shoots one **physical** shot per X seconds.
Large **range**, low **speed**, high **pierce**.

INSPIRATION
Sniper monkey

Magic Shooter

Support Tower

BASE
Shoots one **magical** shot per X seconds.
Medium **range**, medium **speed**, low **pierce**.

INSPIRATION
Wizard monkeys

Explosive Shooter

BASE
Shoots one **physical** explosive shot per X seconds.
Medium **range**, medium **speed**, high **pierce**.
Multiplier against **armored** enemies.

INSPIRATION
Bomb shooters

BASE
Slightly increases **pierce**, **range**, and **speed** of all towers in range.
Medium **range**, no **speed**, no **pierce**.

INSPIRATION
Monkey villages

Enemies

UNIVERSAL VARIABLES

- Speed
- Health
- Hidden? (bool)
- Armored? (bool)
- Immune to magic? (bool)
- Immune to physical? (bool)

Single Enemies

BASE
1 **health**, medium **speed**

INSPIRATION
Red balloon

Bulk Enemies

BASE
High **health**, low **speed**
Breaks into multiple single enemies

INSPIRATION
M.O.A.B.

Levels

Easy Level

QUALITIES
Heavily intersecting long path
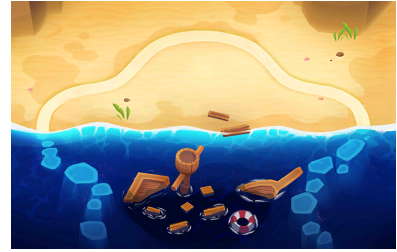Large area to place towers

Medium Level

QUALITIES
Moderately intersecting medium path
Medium area to place towers

Hard Level

QUALITIES
Non-intersecting short path
Medium/small area to place towers

Narrative

Crystal, Zelin, Andrew, Nicholas