

Siegebreaker Design Recommendations

- We currently implemented a double tap mechanism to destroy walls. This can make destroying large amounts of walls tedious, and can also be triggered by accident. We suggest allowing the player to destroy walls analogously to building them: by dragging over the screen where you want walls to be destroyed. The wall on the tile where the player lifted up his finger should not be destroyed to allow destroying one wall at a time.
- Double walls alongside of each other aren't a very efficient use of resources, and might complicate the graphical implementation of walls, perhaps this could be disallowed.
- To allow heroes to respond more quickly, we think allowing the player to build bridges between walls would be a good idea. Otherwise, heroes may have to follow the maze all the time.
- It could be fun to have certain types of creeps that slowly destroy walls, allowing other passages to the king.
- To create a more realistic and fun shotgun effect the damage could be range dependant. Creeps at short range would get gibbed into pieces, while creeps at a longer range would take small amounts of damage.
- Another suggestion would be to allow players to target attacks onto creeps by tapping on them. These could be the standard hero attacks, or new special attacks with a cooldown or limited usage. For example:
 - shotgunner: grenade with knockback effect
 - magician: immobilizes all creeps in a radius, but the creeps can still attack (e.g. ranged attacks)
 - priest: all creeps in a range fall asleep, but wake up again when they take damage
 - archer: fire arrow, spreading fire among the creeps
- The idea to have a Gauss distribution for the pathfinding of the creeps didn't seem interesting after all: Creeps wouldn't act like swarms anyway, as their movement is limited by the

narrow passages between the walls. Perhaps the tiles used by the pathfinding algorithm could be made smaller compared to the walls (and the creeps as well) to allow a more swarm-like effect.