

# Prototype Description Document

## General Information

- Title: Siege Breaker
- Target Platform: PC Casual, iPad
- Prototype Platform: PC, or iPad if available
- Client: Crazy Monkey Games
- Contact: Steven Verbeek
- Estimation: 10 man-days

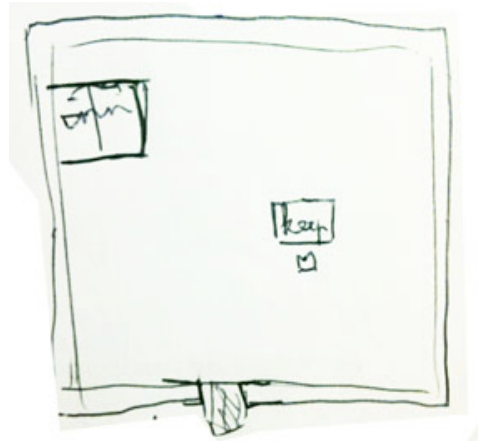
## Description

Siege Breaker is like Desktop Tower Defense, but with the following differences:

- The target for the creeps is the king, a character that can be controlled (point-and-click). The level ends when the king dies.
- The creeps can take different routes to the king. The distances of these routes is distributed like a Gauss distribution, so most enemies still take a relatively short route.
- Instead of towers, you build walls. A fixed set of four heroes can walk on these walls. They can be controlled (point-and-click).

The map looks like this:

- Rectangular
- The edges of the map consist of walls
- At the bottom, there's an opening in the wall (where the creeps come from)
- Two buildings are randomly positioned (inn and keep).



Some more characteristics:

- The buildings (inn and keep) have a flat roof, so walls can be connected to them.
- The roof of the inn is the starting position for the heroes.
- The keep is the starting position for the king.
- To create a wall, you simply have to drag from an existing wall.
- There's a limited amount of rock, the resource needed to build. This is displayed in the HUD.
- If you tap (click) a wall segment, it becomes red. If you tap (click) again, it's deleted and a part of the rock used is now refunded.
- Characters can only attack when they aren't moving. They attack automatically.

RPG elements:

- When a hero hits an enemy, the enemies HP decreases, and the heroes XP increases.
- When a heroes XP is greater than the leveling value, the hero levels up and the range and damage increases.

These are the characters, and their attacks:

- King: sword

- Magician: ice (slows down the creeps, which turn blue)
- Archer: shoots fast, taking a small amount of HP
- Shotgun: shoots slow, has splash damage and takes a big amount of HP
- Priest: converts enemies, so they can be controlled (cfr Ages of Empires)

### **Additional Ideas**

- The inn can be used to heal the heroes. The keep can be used to heal the king.

### **Tuning Parameters**

- Whether the creeps take different routes, or take the shortest route.
- Whether the heroes can collide with each other (allowing a puzzle element in which you .
- Leveling values for each character (level XP, range, damage).
- Whether the king can also gain XP and level up.
- Amount of rock available
- How much rock a wall segment costs
- How much rock is refunded when a wall segment is deleted