Turret/Bridge Defense

This game would be somewhat similar to standard turret defense games where the player constructs turrets in order to defeat a wave of enemies attacking their ‘base.’ However, there would be a few fundamental differences between this game and standard turret defense games. First, the player would also exist in the world and could move around, man turrets to increase their potency, etc. Also, the player would exist in a world above the plane of the enemies – ie there would be some sort of bridge above the enemies on which the player would move and build turrets. From this numerous options would be possible; adding on to the bridge to create more spaces for turrets, dropping bridge pieces/bombs/turrets down on enemies below, and countless more. Overall it would provide more interactivity than a standard turret defense and would keep the player from getting bored while wave after wave of enemy pass through.

Detailed Description

As described above, the game would be primarily a turret defense. We envisioned it set in some sort of quasi-military/industrial compound with a lot of metal or rigid materials forming the look of the game. Game play would be mostly top down, with the enemies on the bottom floor passing through a path to get to the player’s base. The player would exist on a floor above the enemies with a partially see-through floor to enable viewing of the enemies down below. The player’s bridge could be expanded with extra floor pieces in order to provide additional places to mount turrets or move the player. Additionally, the bridge pieces would block fire for the enemies shielded below them (from angles of fire that would hit the bridge), and enemies (might be able to) change their path to shield themselves as much as possible.

In addition, the player would have their own weapon in which they could shoot down on enemies. They might also have additional items they could drop down such as bombs or items which may slow down or poison enemies below. The player can additionally get into turrets and man them, increasing the damage/rate of fire/range and allowing the turret to be aimed by the player.

Enemies killed would give money to the player, which they could use to purchase more bridge pieces/items/turrets or upgrade existing turrets to increase damage/rate of fire/range/type of damage.

Scalability

This design is clearly scalable – in its simplest form it would be just placing turrets on a bridge above the enemies. No moveable player, no extra items, no dropping items on enemies below,
with simple enemies/behaviors. Basically it would be similar to many turret defense games. Individual features as enumerated above would be easy to add as time permitted.

**Game Principles Discussion / Challenges**

The most important game design concept that this design would use over traditional turret defense games is the idea that the player shouldn’t get bored. The player has constant activities during enemy waves as opposed to standard turret defense games where most activity (construction of towers) takes place in between waves. Furthermore the player will be rewarded for killing enemies and punished (through loss of base health or similar) through failing to kill them.

**Technical Overview / Challenges**

Nothing in this design should be particularly undoable implementation-wise. It could easily be built in stages: getting a base level built, having enemies move across in paths, building bridges/turrets above using just a mouse, implementing player motion to build turrets/bridges, and finally adding additional player moves such as manning turrets and firing on enemies below. The early stages especially should be fairly straightforward and it is not until later stages such as implementing the player that challenges will occur (such as the particular implementation of mounting turrets, manning/aiming them, and how to manage dropping bridges/items on enemies below), ensuring a working game even if all features are not completed.