DIY Defense

Customizable Tower Defense

Genre
Tower Defense

High Concept
DIY Defense is a tower defense game where the player is given full control over the customization of their towers.

Premise
There is no story to DIY Defense because it is meant to be a short, casual game that can played in ten to twenty minutes. All the player needs to know is that there are enemies called "creeps" that move across the map trying to escape. If enough creeps succeed in escaping the player loses. The player's only defense against these creeps are towers, which act autonomously to destroy the creeps.

What sets DIY Defense apart from most tower defense games is the level of customization allowed to the player for upgrading their towers. In most tower defense games, the player builds towers that are tied to specific abilities. In DIY Defense, there are no stock towers; instead, the player builds basic towers which can be upgraded in whatever way the player chooses. With no single correct formula for upgrading, the player is free to craft his tower's abilities to his liking.

Goal
The goal of the game is to prevent creeps from escaping the map.

How It Works
Basics
The map will be an open square. The map is divided into a grid; though not visual to the user, it's important for placing towers. The player will have a set number of lives and will begin the game with some money with which to construct towers.

Creeps are released to the map in waves, on the player's mark. The creeps try to safely make it from the entrance of the map to the exit of the map. If a creep escapes the map, the player loses a life. If the creep is killed the player gets points and money. At the end of each wave, the player gets extra points for leftover money.

Tower Building
The player is given a cheap basic tower which she can place on any grid square on the map. The player can place as many towers as she wants, so long as she can afford it and placing it doesn't prevent a line of movement from the creep entrance to the creep exit. Building (and upgrading) a tower takes no time.

Tower customization is where the game becomes interesting. All towers have fundamental characteristics which define how they kill creeps: damage, rate of fire, and range. These three characteristics can be upgraded as many times as desired. Each level of upgrade will cost more, but will be more beneficial than building a second tower. In

order to simplify tasks for the player, these upgrades will be balanced so that they all cost the same at each level and give the same benefit.

There will also be a set of special abilities the player can add to the tower: splash, slow, stun and poison. These abilities augment the tower's basic attack: splash causes the attack to have an area effect, slow will slow creeps hit, stun will occasionally cause creeps to stop entirely, and poison will do slow damage over time in addition to the normal damage. Like basic tower characteristics, these abilities can be upgraded multiple times. In addition, any number of custom abilities can be added to a tower. However, after adding one of the four abilities to a tower, the second will cost more, the third even more than that, and the fourth will be prohibitively expensive.

Players can, at any time, save a customized tower. This way, the player can deploy multiple copies of their favorite towers without having to go through the process of individually upgrading each one's abilities.

Success & Failure Conditions
The player wins if she survives all waves of creeps. The player loses if she runs out of lives.

Carrot Says:

Title: DIY Defense

Written by: rkcr

Week # 4

High Concept: The High Concept pretty much sums up the game nicely; even if it doesn't make the game sounds all that exciting.

Critique: There are some interesting ideas at play in this concept of a very tried and true formula that try to spice things up a bit. I really like the idea of blending RPG elements into the game in the way of leveled up stats on the standard tower and the diminishing returns of purchases sounds like an interesting way to balance the game.

I'm a bit concerned with the bit about being able to save a copy of an upgraded tower for easy replication. There isn't any mention about what that sort of thing costs so it is assumed that there isn't a cost involved and it really is as simple as a copy and paste. The gameplay implications this can cause borders on the side of broken; unless I'm missing something with this type of game.

All in all; it's a fairly simple game that sounds like it will provide plenty of frantic fun and the few tweaks to the formula should add some much needed strategy. I wonder what kind of a vibe an interesting and humorous storyline could provide to a game like this; a

story is by no means a requirement, but I can't help but feel that it would provide some much need respite from the fast-paced action. Nothing fancy; a lot of it can be implied or even inferred by the player, even something along the lines of the turrets in *Portal* could be entertaining, the Creeps could have dialog that plays every so often that could tell a bit of a story.

The presentation is excellent; nothing terrible that rips me out of the read, and I didn't notice any grammar or spelling mistakes. Good job.

Fun: B
Presentation: A
Originality: C+