

Survival of the CARROT PEOPLE



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Game Description

Introduction

The game “Survival of the CARROT PEOPLE” is a strategy game and applies some concepts of a tower defense game. One player plays against the computer. The player and the computer both start with a castle and the enemy sends monsters from his castle on a path towards the player’s castle. Each tower can once be converted to an attack unit, which will damage the enemy’s castle. The ultimate goal is to destroy the enemy’s castle before the enemy can destroy the player’s castle, see also figure 2.

Game Type

The game type of the proposed game is a strategy game. More accurately, it is some kind of tower defense game with an attack feature. When the game starts, the player should focus on building towers, until he is well enough protected to launch an attack against the enemy.

There are multiple levels with a different map each. When a level is beaten, the next level is unlocked.

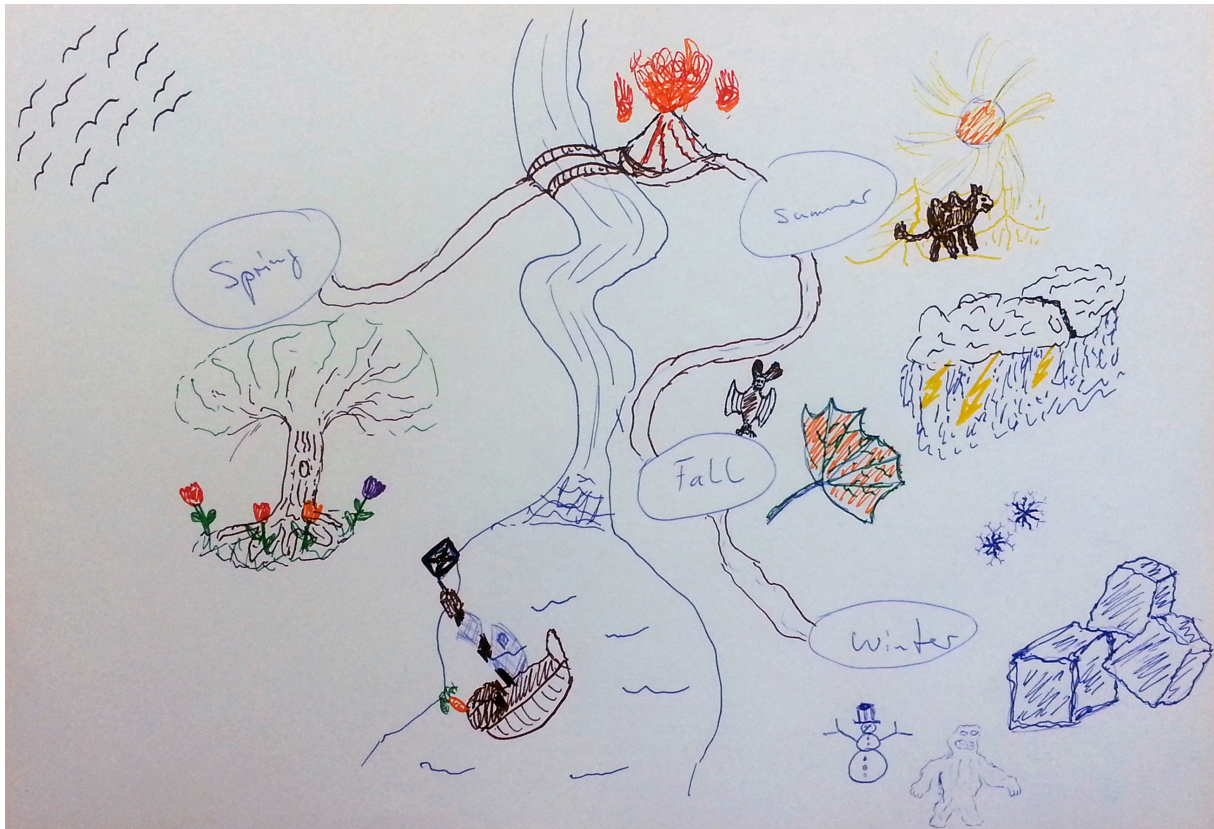


Figure 1: Game Map

Story and relation to theme “The Seasons”

It all begins with a single old carrot, who starts telling the legends of the “Survival of the CARROT PEOPLE”. Unlike our civilization, the carrot people are way more advanced, and books or movies don’t tell stories: They are “lived”. Therefore, the player takes the place of a pupil of the old man, and has to fight for survival of the carrot people.

He starts in Spring, and as he finishes the Spring level, he gains the special power of the spring (TBD, e.g. faster growth speed spell). Next, he has to beat Summer, Fall and finally

Winter. After this the carrot people are the masters of the seasons (on earth). However, as a bonus or as a sequel, one can imagine that the carrot people want to master the universe, and therefore have to fight on different planets with different seasons (e.g. a fantasy planet with the seasons: dwarf season, elf season, unicorn season, or a monster planet with the seasons zombie season, vampire season, witch season).

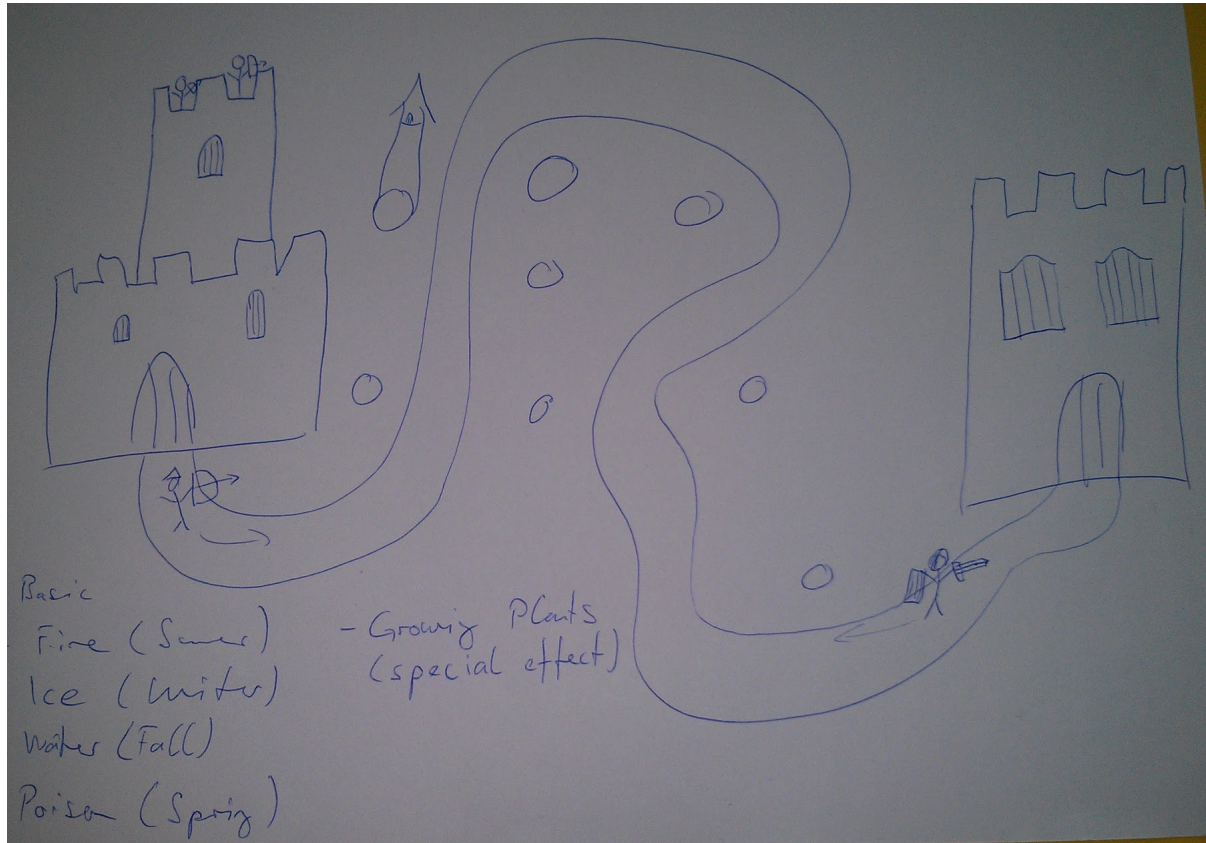


Figure 2: Overall gameplay of the game

Technical Achievement

To make the game visually more appealing, every tower should look different. Some sort of a L-System (see Figure 3: L-System), which can be used to define plants with a formal grammar, will implement this. The towers then grow individually, depending on how much enemies they kill. Therefore the player gets a visual feedback, for how effective each tower is.

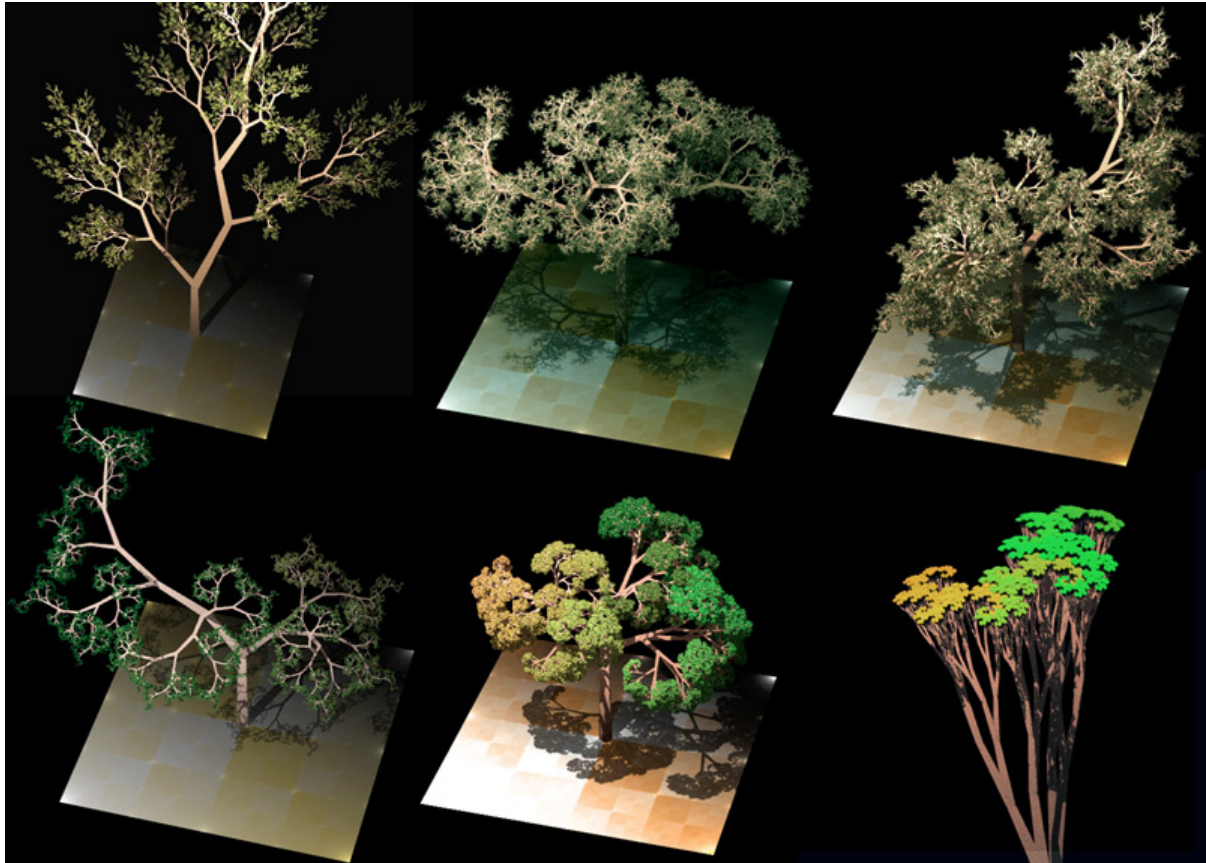


Figure 3: L-System

"Big Idea" Bulls eye

As indicated on the front page our Big Idea and Technical Innovation are as followed:

Big Idea: Survival of the carrot people

Technical Innovation: Every tower grows uniquely

Development Schedule

Task List

Functional minimum	Basic tower defense functionality: <ul style="list-style-type: none"> • Tower placement • Tower attacks • Monster spawning • HUD • Resources
Low target	<ul style="list-style-type: none"> • Sounds • different towers • different monsters
Desired target	<ul style="list-style-type: none"> • Growing towers • Attack mode for towers

	<ul style="list-style-type: none">• Animated monsters and towers• special tower skills (poison, slow-down, etc.)
High target	<ul style="list-style-type: none">• Boss monsters• More levels• Story elements• Difficulty levels• Special spells
Extras	<ul style="list-style-type: none">• Flying monsters• Digging monsters• Level designer• Path can change during level• Units take different paths

Table 1: Task list

Timeline

	Hours	24.02	03.03	10.03	17.03	24.03	31.03	07.04	14.04	21.04	28.04	05.05	12.05	19.05	26.05
Assignments															
Project proposal draft	5		B												
Project proposal	5			B											
Prototype chapter	5				B										
Interim report chapter	6								B						
Alpha release chapter	5											B			
Playtest chapter	5													B	
Conclusion chapter	4														B
Demo video	6														B
Presentations & Demos															
Pitch of game idea	4	B													
Formal game proposal	2				B										
Prototype	2				B										
First playable demo	2						B								
Interim demo	2								B						
Alpha release demo	2											B			
Playtest presentation	2													B	
Final public demonstration	2														B
Functional Minimum															
Spawning of monsters	6							L							
Placing of towers	4						I								
Tower attack	6							I							
Resource control	2						L								
Basic level design	2						I								
HUD	4						L								
Low Target															
Sounds	4								L						
Different towers	3								L						
Different monsters	3								L						
Desired target															
Growing towers	8									I					
Attack mode for towers	8											I			
Special tower skills	4									I					
Animated monsters	6									L					
Animated towers	6										L				
High target															
Boss monsters	2												L		
More levels	6													B	
Special spells	4												I		
Difficulty levels	2													L	
Story elements	6														B

Table 2: Timeline

Assessment

To avoid making just another Tower Defense game, we planned to include an attack feature. Because the player has to convert his tower to attack the enemy, and therefore loses the tower for defending his castle, he has to take some risks to win the game. But if the player succeeds in destroying the enemy's castle, he will be relieved and hopefully enjoys the game.

The dynamically growing of the towers should entertain the player during the periods he doesn't have to do something, e.g. when he doesn't have any money and he just watches the tower kill the monsters. During this time he can observe how the towers grow, and therefore recognizes which are the most effective, or which are not so effective and therefore can be used to attack the enemy's castle.