THE IMMINENT

PROTECT YOUR HOMELAND…
SUMMON THE PILLARS OF JUSTICE, CALL UPON THE ELEMENTS AND BRING DOOM UPON YOUR ENEMIES

TEAM - SHAKYLLAMAS

GAME ARTISTS

SAHIL SACHANAKUL
SHIRISH SHUKLA

GAME DESIGNERS

RAUL RAVI
VEDANT SANSARE
ZAINAB KHAN

CONTENTS

PRIORITY LIST

MANDATORY	IMPORTANT	ACCESSORY	OPTIONAL

OVERVIEW

GENRE – Tower Defense, Fantasy

THEME – Pre-Columbian Civilization

PLATFORM – PC

TARGET AUDIENCE – 10+ and above, Strategy enthusiasts

CAMERA VIEW – Orthographic Top-Down view (Bird's Eye)

VISION:

PROTECT YOUR HOMELAND…

SUMMON THE PILLARS OF JUSTICE, CALL UPON THE ELEMENTS AND BRING DOOM UPON YOUR ENEMIES

BACKSTORY

Taino tribe was divided into a group of four villages during the late 15th century. These villages were the Sun Village, Ocean Village, Sky Village and the Earth Village.

All the Villagers believed that it was the gods that blessed them with their magical abilities and worshipped their respective Sun, Ocean, Sky and Earth Gods. They were very traditional and believed in culture and discipline. They believed in the system of justice and did not believe in war or fights.

Meanwhile, the Spaniards were very advanced and were expanding their territory at a very fast rate. They wanted to gain more area for trade and also to impart their beliefs onto the whole world with the help of the army of spirits spawned by the spirit of Virunas. They wanted to accumulate all the resources for economic gain.

Everything is going to change for the villagers Taino when the Spaniards attack.

PLOT

Elders of The Sacred villages belonging to Taino have predicted an attack from the Eastern Lands beyond the vast bodies of the water dividing them. These outsiders possessed intriguing techniques and weaponry of warfare. The village of Taino which has a magic and sorcery based culture, aren't prepared for such an assault.

The people of the Taino tribe have decided to join forces to defend their homeland against the common enemy.

The attacks will come in different waves, under difficult circumstances. Each of the villages has their own culture, traditions and fighting/defending style.

Will the ancient villages of the Taino defend themselves?
Or will they surrender to the Spaniards who threaten to take away their freedom, their livelihood and most importantly, their homeland.

VILLAGE STORIES

There will be four battles, each taking place in one of the villages

- **SUN VILLAGE – BATTLE 1**
  The neighboring tribes had their crops destroyed, and area surrounding their sources of water, covered by the blood of the natives. Now they have come to do the same to the Taino tribe. You have to defend them from the foreigners.

- **SKY VILLAGE – BATTLE 2**
  The Spaniards have come to violate the sacred grounds of the Gods, of the Taino. Angered, the natives decided to defend their deities from the Spaniards.

- **OCEAN VILLAGE – BATTLE 3**
  The Taino have kidnapped Columbus, when he was fishing. The Spaniards, taking note of this, have come to invade the village, to rescue their leader.

- **EARTH VILLAGE – BATTLE 4**
  The Spaniards have nearly invaded most of the smaller tribes surrounding the Taino. Now the time has come, for the Taino to make a final stand against the Spaniards, to defend their tribe.

GAMEPLAY + CORE MECHANIC (OVERVIEW)

The **objective** of the player in this game is to protect their base, by deploying defense forces in forms of towers belonging to the Taino tribe from the Spaniards that want to conquer their land piece by piece and its resources for their selfish reasons.
The Base consists of the people and an unprotected land that once reached by Spaniards in huge numbers, will be lost.

Player begins their journey by selecting desired mode to play in, and selecting a region on map. There are **four** battles that will take place in four separate villages, each having **3 waves**, hence representing one level each. Initially the player begins in a neutral zone, which serves as a tutorial, and then moves ahead eventually.

The **Core Element/Mechanic** of this game consists of basic Tower Defense. Their journey in the battle arena begins with an incomplete tile set, where they use priests to summon towers, if they have sufficient magic. The towers can be upgraded, and sold when they are no more needed for half the cost they were bought in.
The upgrades are branched in two directions for almost all towers, each having their own perks.

Special Features like Traps which act as both Path manipulators and Enemy take down machine, Environmental Hazards and Variola are provided in the game to help player when facing difficulty and buy them some time.

If the player loses a battle, they get restart their journey again, more specifically, from the village they were defeated in.

RESOURCES

RESPECT

Respect is gained among the village when it defeats its enemies in battle.

Players earn Respect by defeating enemies and defending their land. They may use this respect that they earned to upgrade Towers and to create Path Manipulators.

MAGIC

God of each village chose a person from their own followers, who brings upon the Gods judgment in the man's world.

Each of these priests were then trained in the sacred arts of Magic.

Magic may be used by Priests to place Towers and summon Environmental Hazards. The Magic regenerates at a constant rate.

A.I/ENEMIES (THE SPANIARDS)

The people from the East, the Spaniards, have come to invade the homeland of the natives of the Taino tribe. The tribesmen must work together to defend their home from these usurpers.

- **HORSEMEN**
  The Horsemen are the main foot soldiers of the Spaniards. Being the primary fighting force they are armored, having a **high amount of HP**.
  They are weaker against fire.

- **ASSASSINS**
  Assassins are the special artillery units who are the only units that can **attack a tower**. Being a special unit they are **faster** than the horsemen but have a less amount of HP.
  They are weak against water.

- **GHOSTS**
  The ghosts are the spiritual remains of the enemies which have been slain on the battlefield.
  It is **flying unit,** which spawn from the corpses of the Horsemen and Assassin's that who have fallen on the battlefield. The instance of a ghost being spawn is quite low. They provide a **buff** to the enemy. They are weak against wind.

ENEMY	BUFF
Horsemen	Increased Speed
Assassin	Increased HP

- **POSSESSED HORSEMEN (BOSS)**

   This is a combination of the **Ghost** unit and the **Horsemen** unit. This particular enemy will be the Boss of the last level. This a **heavily armored** which buffs (same as ghost units) other units in a radius around it. This unit doesn't have any elemental weakness.

ENEMY WAVE

The enemies will come in waves from **multiple spawn points**. The number of spawn points will increase gradually as the player progresses in the game.

LEVEL	SPAWN POINTS
1	2
2	3
3	3

ENEMY REWARD

Whenever an enemy is destroyed, respect is earned by the player. The respect is used as currency in the game. This is used to buy towers and upgrades.

Also when the tower gain experience, it is distributed among the towers evenly in radius.

For Eg. If a unit, worth 10xp, is killed in a radius, containing 2 towers is killed, the experience is equally divided between the towers i.e. 5xp for each tower.

GAMEPLAY ALGORITHM

STEPS

- Empty Tile
- If Magic available
- Summon Tower
- Lose Magic
- Wait 2 sec
- Tower is Placed

- Damage Interaction
- If enough Magic is available (Return to Empty Tile)
- If enough respect is available, upgrade tower.

STEPS (Hazard)

- If enough Magic is available
- Summons an environmental hazard

STEPS (Variola)

- If Objectives health at 50% of max health
- Variola activated
- Summon Variola
- Object Health set to 1
- Entire wave destroyed

MECHANICS

THE PRIESTS

These characters are few of the selected ones from the Taino tribe that have the right to perform sacred rituals and hold special powers in their hands. From summoning towers, to controlling elements of environment, nothing can stop them from defending their people.

The flow chart below explains the ability and damage type of each tower summoned by the different types of priests.
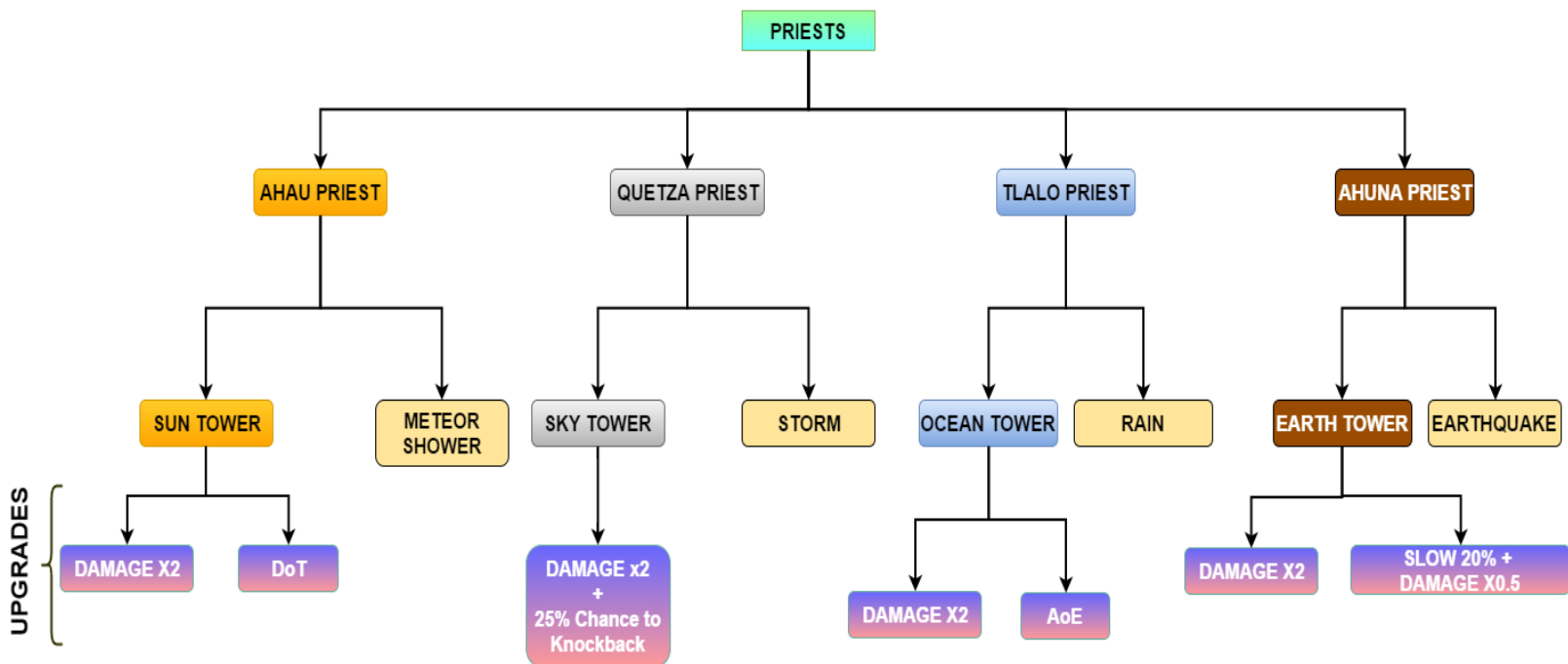
PLACEMENT OF TOWERS

Towers are required to defend the objective. Hence, to summon each tower in to the battle area, players need to click on the relevant priest's icon. Upon doing so, a tower appears on the pointer, and can be placed in the given areas.

Each tower will have a fixed area allotted to them which get highlighted upon selection.
If a player tries to place the tower anywhere else other than appropriate region, they'll receive a visual feedback of red tile.

Player needs Magic to summon tower.

HOW DO TOWERS ATTACK

Towers attack by throwing out bolts of the elements that are associated with them towards the enemy. Each bolt has a constant damage set to it.

When an enemy enters the radius of the tower, the defense system is set to true, and the attack hence begins.

OUTSTANDING MECHANICS (DETAIL)

ENVIRONMENTAL HAZARDS

A special ability that requires a huge amount of energy, holds the power of doing large scale damage. It comes with high risk factor because the mother-nature treats everyone equally.

Depending upon the village the battle takes place in, i.e. The Sun, Water, Wind and Earth, priests that belong to the same category, achieve powers relevant to the environment.
For example – In the sun village, the sun priest gets to use this ability.

- **Ahau Priest**
  Meteor Shower – The priest brings about a wrath of fire with a meteor shower which deals DoT to enemies and allied towers.
- **Tlalo Priest**
  Rain - The priest brings about a shower of rain that heals ally towers and the enemies as well.
- **Quetza Priest**
  Storm – The priest summons a storm, making allied towers invulnerable to damage. Enemy forces take reduces damage

- **Aluna Priest**
  Earthquake – The ground starts to rumble and damage the terrain, hence, slowing enemy units and damaging allied towers.

To activate this feature, player needs to expend 60 magic, and lose 1 HP of objective.
If the requirements are not met, the feature remains disabled.

VARIOLA

An infectious disease holding enough power to strike down hoards of people, is released when activated by the player. It is advised that the player use it wisely, because this feature is available only once in the entire level, and causes damage on both player's as well as enemy's side.

To use this this feature, the objectives HP needs to be at 50% of its maximum health.

When activated, this disease wipes out the entire incoming wave, but immediately reduces the objectives health to 1.
If the requirements are not met, the icon remains disabled.

PATH MANIPULATION VIA TRAPS

The Taino tribes were known to build complex traps to protect themselves from their enemies earlier. Now since the call of battle has approached, they have thought of a trap that can be used both as a path blocker for manipulating path, and to trap and kill enemies.

These traps have spikes attached to them, and take 3 seconds to be deployed. If enemies trample over the trap while the construction is going on, the trap gets destroyed.
To access this feature, player needs to have certain Respect, otherwise the icon remains disabled.

UI/UX

MAIN MENU SCREEN

Main menu screen will consist of two options to choose from.

THE IMMINENT

- **Campaign** – Directs player to map screen
- **Endless Mode** – Remains inactive until the player has completed the campaign mode
- Help – Pop up message explaining basic controls
- Options
    - Music – on/off
    - In game objects – on/off
- Exit

MAP

Map screen will display a small village divided into four territories and a neutral zone. When the mouse hovers over each region, the territory plates get elevated.

- Neutral zone – Player begins here. Consists of tutorials
- Sun – Rays appear underneath
- Air – Plate floats in airha
- Ocean – River flow shown when selected
- Earth – Trees appear when selected
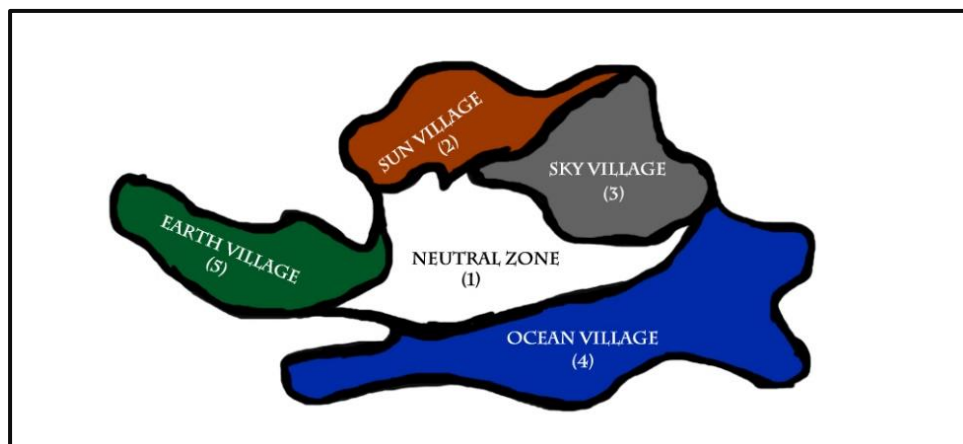
GUI

The in-game screen will have a lot features available under a linear tab.

- **Icons (with tooltips)**
    - Priests – This consists of 4 types of priests, which upon clicking summons a tower
    - Environmental Hazards
    - Variola Icon
    - Trap/Path manipulator icon – player clicks and places on free tile set

- **Buttons**
    - Pause/Resume
    - Fast-Forward (**2X**)
    - Exit
    - Help (Instructions)
    - Options (Audio)

- **Upgrade**
  Two icons appearing over each tower

- **Feedback**
    - Health bar
      Appears over both enemy and tower when hit/damaged/healed.
    - Sprite change at (50% and 25%)
    - Flash screen edge, when enemy unit leaks into the objective.
    - Experience bar
      Appears over towers. When full, upgrade option is activated for that tower.

- **Resource**
  These are static icons, showing the amount stored
    - Respect
    - Magic (numeric value and bar)

- **Timeline**
  This feature is purely cosmetic and its main purpose is to immerse the player in the game. The timeline keeps on moving forward, showing different era names.

- **Pull-up Bar**
This feature allows the player to have a less clustered screen space by allowing them to click on an arrow, making the UI appear/disappear during the game.

AUDIO/VISUAL FEEDBACK

- **Tower Summon**
Visual: A tower will hover in the mouse cursor's place. So that the player can place the tower on the map.

- **Tower Attack**
Visual: An attack will be seen by the player, on the unit which is attacked by the tower.

- **Enemy Damage/Death**
Visual: Enemy corpse (sprite) when the unit's HP is reduced to 0

- **Tower Upgrade**
  - Damage over Time: The enemy unit is set on fire. (visual feedback)
  - Area of Damage: The area on the path, nearest to the tower, is covered with water.
  - Slow: The area on the path, nearest to the tower, is covered with mud.

- Knockback: The area on the path, nearest to the tower, an arc of wind which the pushes the enemy a few tiles of back.

- **Environmental Hazard**
  - Meteor: A shower meteors will fall on the map, fires catches on towers and enemies.
  - Rain: Rains on the map, water droplets on towers and enemies.
  - Earthquake: The screen shakes, cracks on the land, on the map.
  - Storm: A white sphere of wind on towers and enemies.

- **Small Pox**
  All the enemies on the map will be destroyed

GAMEPLAY EXPERIENCE

The experience this game aims to provide is not only constricted to fun, but to tickle the part of the player's brain that will make them explore various types of strategies. Several special abilities in the game will make the player indulge in weighing their options, since every decision they make has their pros and cons. A sense of satisfaction will overcome the player when they succeed to defend their territory and its people from the enemy Spaniards.

OPTIONAL

COMBINATION OF TOWERS

This feature allows a tower that has reached his full upgrade potential to combine its abilities with another tower.
Here, Earth Tower + Sun Tower = Lava Tower
Both the towers should be present on the battle area to make this functional. And as soon as combination happens, player will lose the other tower.

The Lava Tower will have logic blocks of both the towers.