VEGEFENDER
GAMESUP
L'ÉCOLE SUPÉRIEURE DES MÉTIERS DU JEU VIDÉO
RUTABAGARRE

SUMMARY

Pitch

Game Design Document

Gameloop

Feature Gameloop

Layout

Player's theories

Mockup UI : concept

PITCH

When **Kingdom Rush** meets **Gemcraft** in **Kirby**'s universe.

GAME DESIGN DOCUMENT

Game Genre :
Tower Defense

3C :
3D, ¾ perspective view

Player :
Solo

Platform(s) :
PC

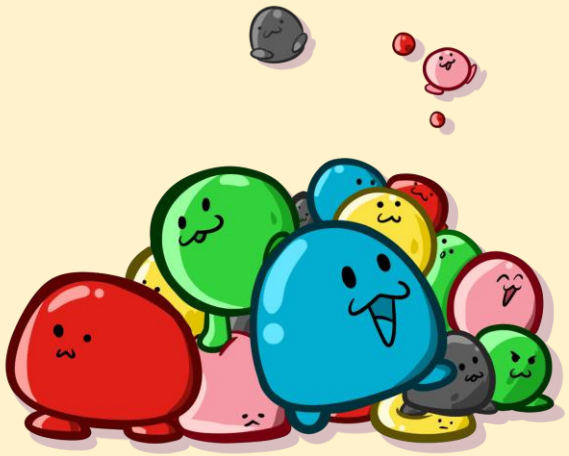
Target :
Tower defense lovers, cute graphics fans, delicacies/food lovers, +7

Values :
Cuteness, humour, sweetness, simplicity

Intentions :
Chill, approachable, intuitive, satisfaction

Currency :
Soft : seeds and boosters

Business model :
Premium



Synopsis :
In a **post appetit-calyptic universe**, embody a **vegetables/fruits squad fighting** against evil **delicacies**. **Protect** the **last garden** of History by **upgrading** and **harvesting** your **land** in order to **repel** the bittersweet invaders!

Audio & Graphics :

3D cute cartoon
Background music (low), **sound effects** (cute voices, UI)

Customer Value Propositions :

- Back to your roots : by **harvesting** your descendants, you ensure the garden's **safety**. You can count on Avoc'archer, Artishot-gun, AKkarot, Radi-ation and Asperge Rambo to spill the earth whenever you need it
- Un-beet-able ! Use your **boosters** to support your squad. With the help of newborn vegetables/fruits you **multiply** your chances to **defeat** the candy army.
- Donut let your guard down : you only have **one currency** to **manage** everything ! **Spend** your seeds wisely between squad members, upgrades and boosters.

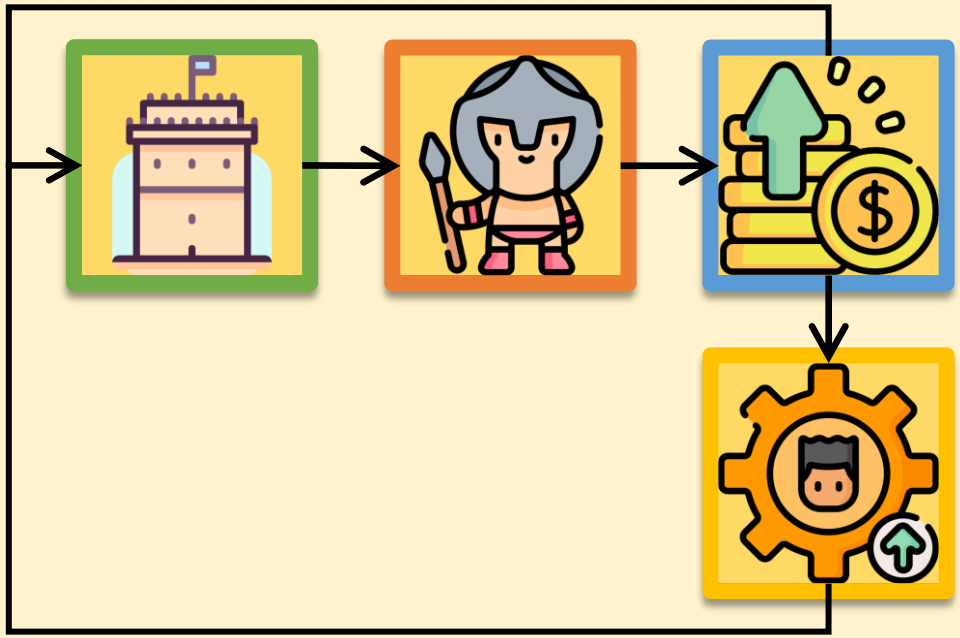
GAME DESIGN DOCUMENT

BUILD

Choose your unbe-leaf-able **defences** among : Avoc'archer, Artishot-gun, AKkarot, Radi-ation and Asperge Rambo. You can build your towers on arable lands

FIGHT

Repell the enemy thanks to your a-maize-ing **squad**. By melting the adorable invader, you ensure the garden's **safety** : make sure no one is going to set foot on your soil.



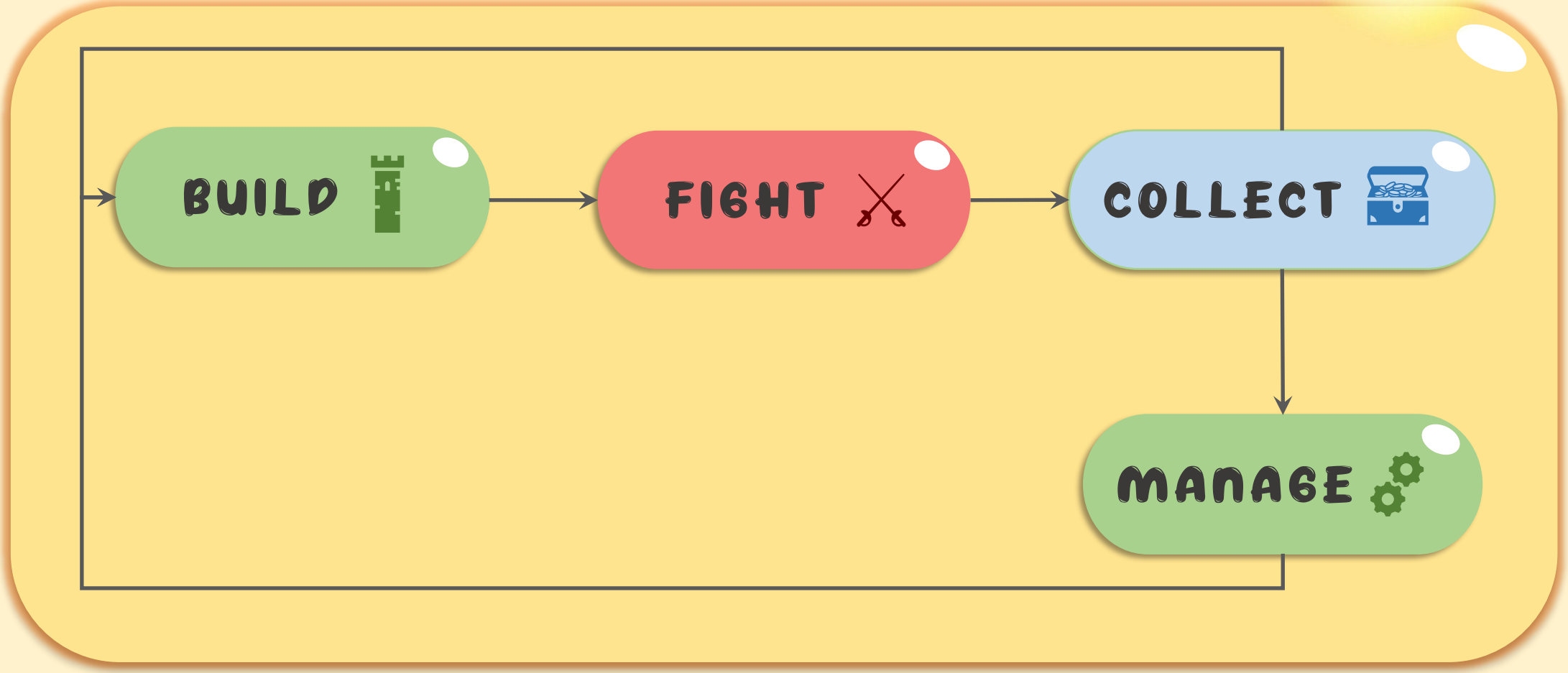
COLLECT

Once destroyed, the enemy will **yield** a certain amount of **seeds**. Seeds are **essential** to build, upgrade and buy **new defences**.

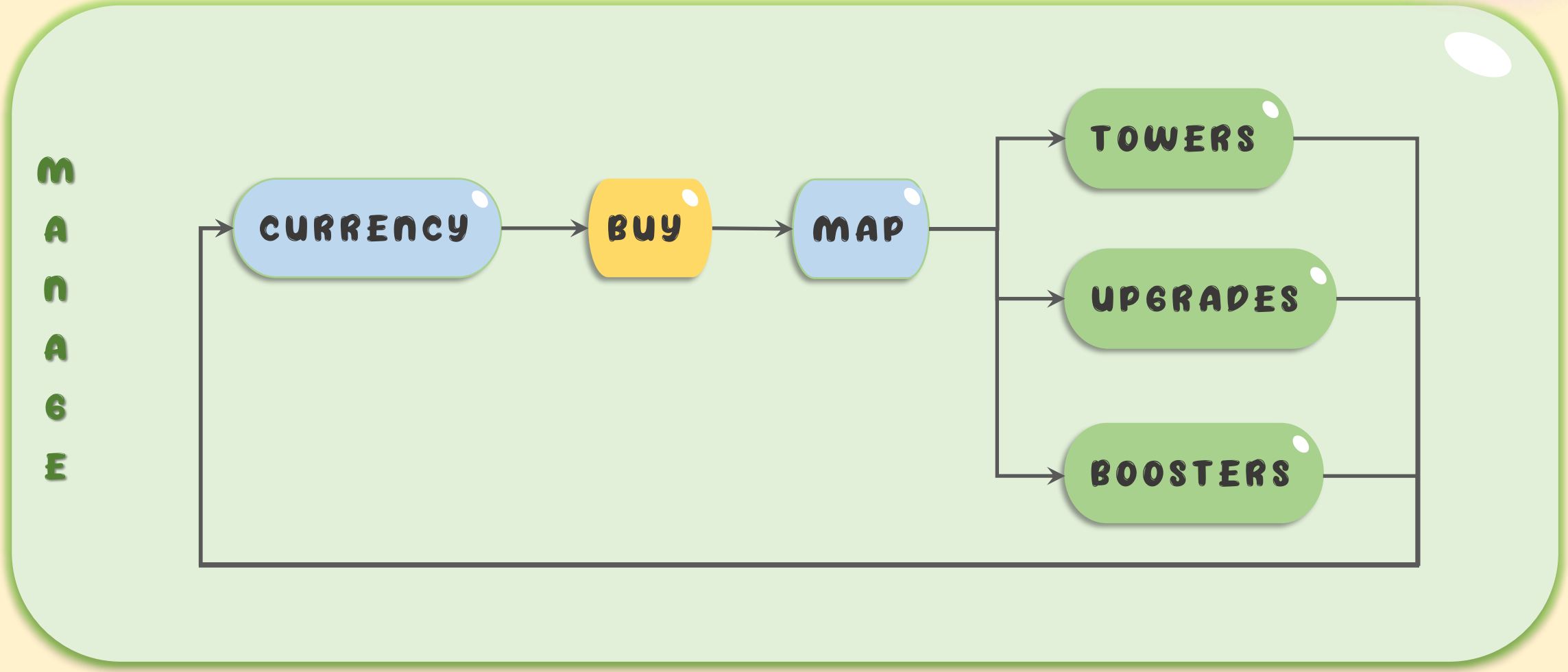
MANAGE

Manage your resources : **spend** your seeds with parsimony. You only have one currency to manage everything. Don't forget to **anticipate** your boosters' growth : it **takes time** to harvest Mother nature's treasures !

CORE GAMELOOP - ECONOMIC



FEATURELOOP- ECONOMIC



FEATURELOOP- ECONOMIC

MANAGE

SEEDS :

- One currency : **Seeds**
  - If an enemy is destroyed : x seeds won (depending on the enemy type)
  - Generates an other resource : Boosters

VEGETABLES (TOWERS) :

- **STATS** (different for each tower)
  - Cost / Sale
  - Range
  - Fire rate
  - Target (flying/walking/both)
  - Damage (shot/laser/zone damages)
  - Upgrade : 3 pot w/ aesthetic (cracked/brand-new/fortified)
- **TYPES OF TOWERS** (5 types) :
  - Avoc'archer
  - Artishot-gun
  - AKKarot
  - Radi-ation
  - Asperge Rambo
- **LINEAR UPGRADES,** improve tower's stats
- **PLACEMENT / CONSTRUCTION**

BOOSTERS :

- **SEEDS MANAGEMENT** (choice between spending seeds on Boosters or on towers)
- Defined by **cost**, effect **duration, cooldown, damages, range, growth duration** can't be sold :
  - Booster Garlic : Repel the enemies nearby
  - Booster Pepperoni : Damage zone
  - Booster Potatoe : Slowdown zone

MAPS :

- **HARVESTABLE TILES**
- **Garden**

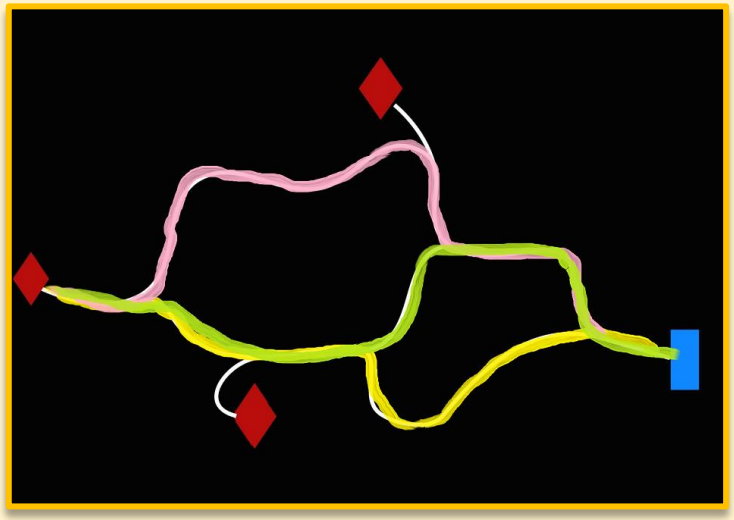
TIME :

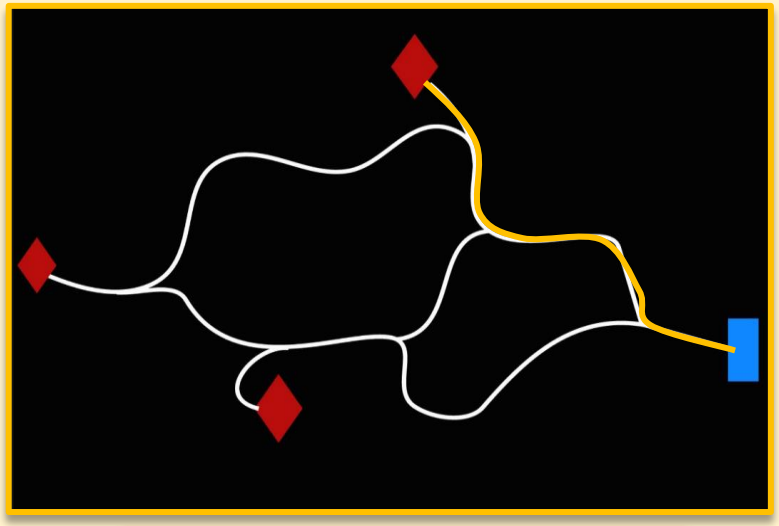
- **Time acceleration**
- **Defend button** (send next wave)
- **Can pause**

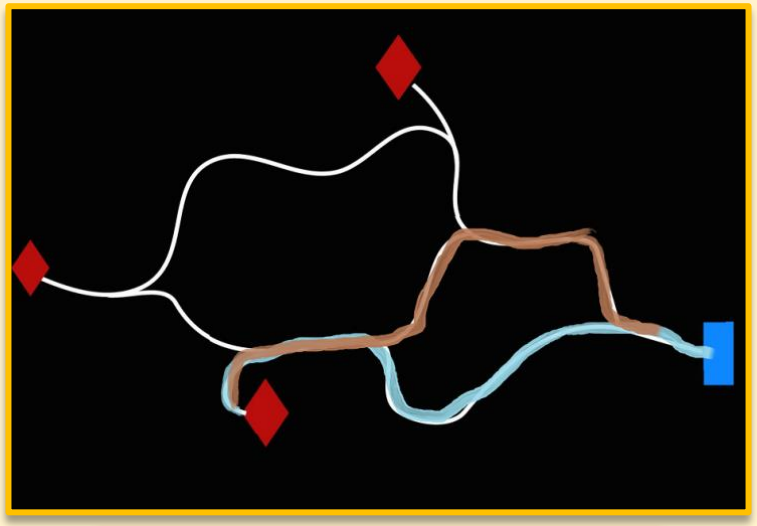
PLAYER'S THEORIES

THEORIES	MAJOR	MINOR
Caillois	Agon	-
Bartle	Achiever	Killer
Lazzaro	Hard	Easy
Gardner	Bodily-Kinesthetic - Spatial	Naturalistic

LAYOUT







Spawner enemy 1 :

enemies'paths in pink, yellow and green

Spawner enemy 2 :

enemies'paths in orange

Spawner enemy 3 :

enemies'paths in brown and blue

Spawners enemy

Garden

Path

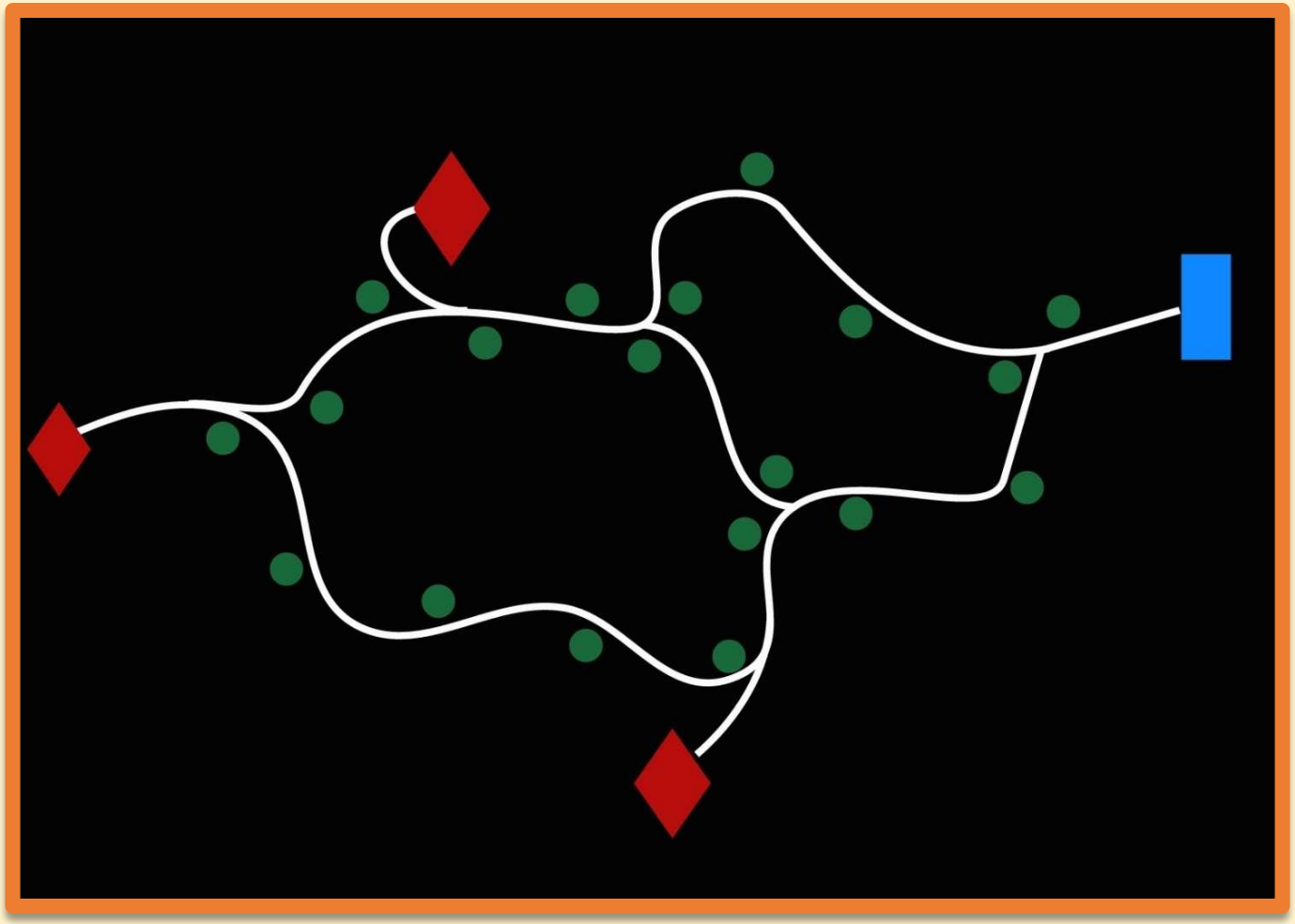
LAYOUT

Spawners enemy

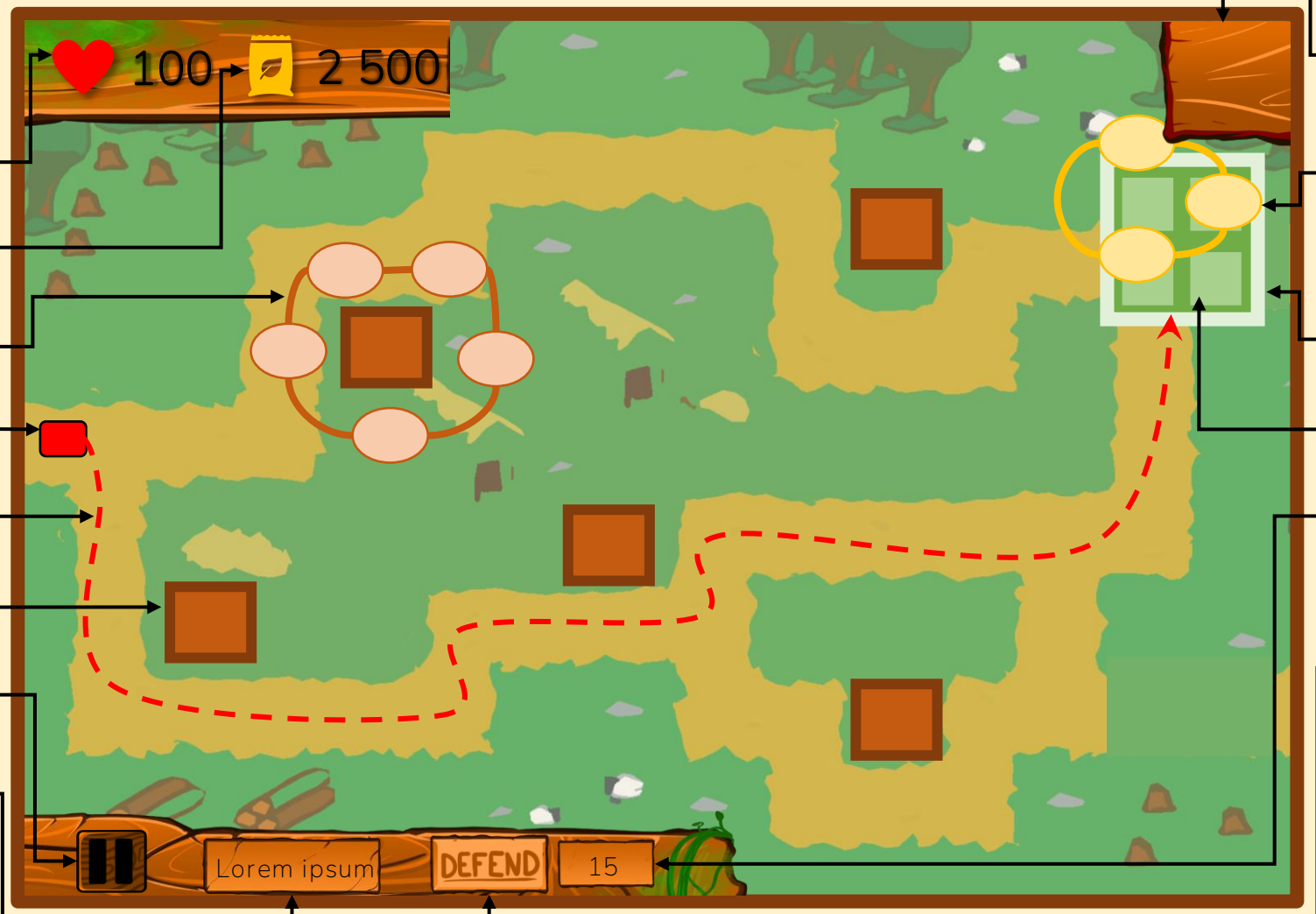
Garden

Path

Towers slots



MOCKUP UI



Lifebar

Currency

Wheel (choose tower)

Ennemy

Ennemy's path

Tower slots

Pause/Speed

Tower/Boosters' descriptions

Enemy's description

Wheel (choose booster)

Garden (Base)

Garden slots

Waves counter

Skip to the next attack

VEGEFENDER