Shootshi | AR Tower Defense |

Game Design Document

Shootshi!
シュート寿司

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Game Overview

Introduction

Shootshi is a tower defense game which could be released as an online multiple players game in the world of augmented reality.

Genre

-Tower Defence -Science Fiction -Cthulhu mythos -Cooperative -Strategy

Platform

App-driven board game required companion app available on iOS, Android, Windows, and Mac.

Number of Players

3-5 Players.

Playing Time

~30mins

Game Feature

- High replay value
- Unique character and tower designs
- Completely free - everything can be unlocked and upgraded using in-game currency, which is given after each game
-Tower tiles have bonuses for different tower characteristics

Language

English, Chinese (Simplified and Traditional), Japanese

Target Audience

Fans of Sci-fi, and Lovecraft themes aged 13 and above.

Game Mechanic

GamePlay

Players will use the real world map tiles as the gaming environment augmenting them with different quests.

User Interface System

Title Screen:



With generic buttons for main volume level and the settings menu, the Play button leads way to the in-game scene, with its own functional UI.

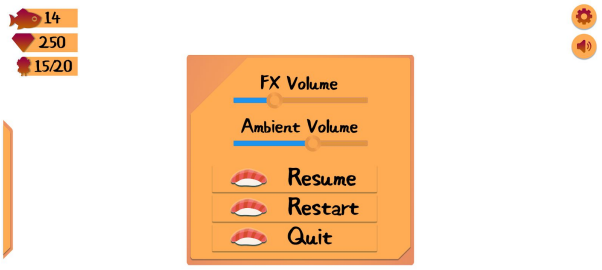
In Game UI:



The top left of the screen hosts information such as the amount of Fish (lives) left, Gems (currency) and Enemies left in the current wave. The top right of the screen still has the button to bring up the settings menu, and the main volume button is now here as well.

The large vertical button on the left side of the screen is the sidebar where the Turret Information panels pop out when the player clicks on one of their Turrets in-game.

Settings Menu:



This settings menu is available both in game and on the title screen. The Resume button gets rid of the settings menu (which can also be achieved by pressing the settings button in the top right again), the Restart button brings the game back to the title screen, and the Quit button exits the application.

The settings menu also has volume sliders for both Effects volume and the Ambient music and noise volume.

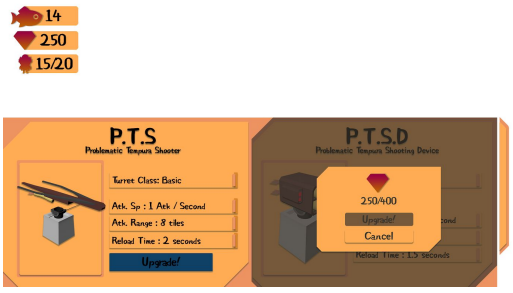
Turret Info:



This menu slides in from the left side of the screen when the player clicks on a turret, in this case the P.T.S. and displays information about it. By clicking on the long vertical button on the right side, or clicking somewhere else on the game the menu will slide back off-screen.

The player can also click on the Upgrade! button to have the Tower Upgrade menu appear.

Tower Upgrade:



The Tower Upgrade menu slides out in a similar fashion to the Tower Info menu, adding onto the side of the info menu. On this display the player can see what the available

upgrade option for the currently selected tower is, and if they have enough resources they can purchase the upgrade.

Tower Building System

First tier towers are built by placing a corresponding tower tile on the board in front of the camera. The tower can only be built if the player has enough in-game resources.

If the player tries to place a new tower without enough resources, the tower will show up red and non-functional with a warning "Not Enough Gems."

The player cab leave the non-functioning tower in place until they get enough resources, which will result in the tower becoming functional.

Upgrade system

Tower upgrades are not done physically like purchasing base tier towers. The player must tap on the tower they want up upgrade while looking at it through the AR Application, and upon selecting the tower a tower stats display will appear.

This display shows information such as tower health, damage per shot, fire rate and kills. The display also has a button to access the upgrade menu for this tower.

The upgrade menu will display one or more upgrade options for the currently selected tower, and stats for those upgrades as well.

The player can use this menu to choose an upgrade for the tower if they have enough resources, and the tower will be upgraded digitally. While the tower will look and function differently than the original tower that appeared from placing a tower tile, the new tower will replace the old one but still be tied in place to where the turret tile is physically, allowing it to be moved around and further upgraded.

Defending (Moving Turrets Realtime)

The towers and enemy path in the game correspond to physical tiles, therefore these elements can be moved and rearranged in real-time during gameplay.

Between enemy waves the player is given an option to enter a "setup phase" where they can rearrange the enemy path to fit the enemies they are about to encounter.

For example, if the next wave contains large tanky enemies the player might make the path into a series of long straightaways to keep the large, slow enemies separated and distribute damage evenly.

However, if the next wave contains mass groups of small weaker mob enemies, the strategic path would be loops and tight angles so that splash damage towers can hit more enemies at once.

While the enemy path can only be changed during the setup phase, towers can be moved at any point during gameplay.

This helps alleviate the limitation of how many physical tower tiles the player has to place.

Instead of needing to place towers to cover the entirety of the enemy path, the player can instead focus their fire directly on the enemies by dynamically moving towers to follow where enemies are on the path in real-time.

Rewards system

Whenever an enemy is defeated, the player whose tower defeated it gains an amount of resources corresponding to the enemy type and level. Stronger enemies with more health reward the player with more resources when defeated, but large groups of smaller enemies can also wield similar rewards.

These rewards are seen in the form of Gems, the games main currency. This currency is used when buying new towers, as well as upgrading existing ones.

GamePlay Elements

Player

Human Defender (YOU)

Ash Hammett
A human sushi restaurant chef who has the ability to build and control the towers to perform different actions to defeat the monsters.

Towers

Problematic Tempura Shooter (P.T.S)
A basic turret that is fast and cheap to build. Fast firing but deals low damage.

Takoyaki Launcher
A turret does splash damage. It deals medium damage in a small area. Cheap to build but has a slow firing rate.

Salmon Shooter
A powerful turret that does the most damage. High cost to build but has a fast firing rate and deal great damage to a single target within a short range.

Problematic Tempura Shooting Device (P.T.S.D)
This turret does flying damage and fires powerful tempura ammunition over a large area and deal high damage to a single target. It takes a long time to reload, causing a slow firing rate.

Tower Statistics

Tower	Damage	Range	Attack/ Second	DPS	Cost	Deploy Time
Salmon Shooter	10	8	1.5x2	60	80	4
P.T.S.D	30	12	2	125	125	6
P.T.S	10	10	1.5x2	60	100	3
Takoyaki Launcher	20	8	2	90	80	4

NPCs

Monsters

The Head Chef Dudley 'Of The Deep'
The Overlord of the Lovecraftian monsters.

The Busboy Voorm
A lowly Lovecraftian servant, not particularly special in any way. His lack of self-respect makes him a dangerous foe since Voorm no longer cares anymore.

Sous Chef Ubb
A large gray-green slug monster.
He surveys the kitchen and punishes any slackers by sending them to the nTH dimension to suffer for eternity.
He leaves a train of slime behind him, which Voorm is forced to constantly clean.

The line chef Nug & Yeb
The terror twins. The former waiters got promoted to line chefs due to their bonds.

The waiters - The Walters family
The minions of the deep. They were souls of deceased human beings molded into servants of the darkness.

Monster Statistics

Monster	Speed	Health	Lives Taken	Ability	Bounty
The Head Chef	1	50	All	Furious Attack	30
The Busboy	1	30	1	Spawns in 3	10
Sous Chef	2	40	2	More Health	20
The line chef	0.5	25	1	Fast attack	10
The waiters	1	20	0.5	Basic Invader	5

Background Story

You play as human sushi restaurant chefs defending your supply of salmon!
Evil Lovecraftian monsters want to steal your fish, as they want to start their own

intergalactic sushi restaurant. However, you will not go down without a fight!
Weaponize your delicious treats and defend your fish pond from the onslaught of Cthulhu chefs and waiters.

World / Environment

The gameplay will be set in a seaside Japanese restaurant where the Cthulhu group are going to attack when they have landed.

Art Direction

We are going for a cute, Japanese anime/manga art style which will look very visually appealing to young age people.







