RELENTLESS

GamePlay:

You are the last remaining city that has not been taken over. Unknown Enemies who want to destroy civilization swarm you from all sides. They are relentless and come in waves larger each time. Your mission, survive for 100 days till the reinforcements arrive. Each wave pressures you to make a choice, build defensively or offensively. Stationary weaponry of all kinds has been granted to your disposal and structures can be constructed to temporarily block paths. However, you survive, one thing is for sure; this unknown enemy will be relentless.

Key Programming Steps:

- 2d or 3d Camera Movement
- Grid based construction and map design
- RTS like commands
- Enemy Logic – Pathing – Attack
- Graphics – Animation, Importing
- Audio
Map Design

Pre-Constructed/Buildable Base in Center

Upgrades available to both building/defensive and offensive structures

Manual Grid Placement of Buildable area. Must Choose what to place in limited slots

Enemy placed on lanes at random difficulty scaling through time.

Background scenery (2D/3D Images with movement based on camera position).

Camera

- Locked fixed camera
- Does not view full map – moving left/right controls position
- Possible zoom functionality

Enemies

- Randomly Generated on either side and on any wave
- Must continue down its lane until it is in range to attack
- Varied difficulty and size based on level/time
- May have special abilities (switching lanes, detonation, Emp)
Audio

- Sounds for Building (Construction/Deconstruction/Upgrades)
- Sounds for Engagement (Turrets, Projectiles, Collisions, Attacking, Explosions)
- Sounds for Gameplay (Instructions, UI help, background, warnings)

Animation

- Simple animations for enemies
- Animations for structures during engagements and upgrades/construction/deconstruction