

# Primal Defense: Pitch Proposal 2

Made by Dev Soni, Ryan Barthelet, Will Varsalona

## Unique

Primal Defense is different from other tower defense games because of the mechanic of a changing map and editable path. While other tower defense games are all about making the player survive on that map and working around the pathway given on the map, Primal Defense challenges the player to not think statically and think dynamically. What happens if the pathway the player is currently playing on is no longer the same? The player will then have to take whatever strategy they had and change it to work for the situation. This adds an extra element of strategy to the game making it unique. This different way of playing and thinking makes the game more fun.

## Gameplay

Gameplay will be placing towers and changing the pathway. This will be done by defeating enemies that come wave after wave and making sure the player's strategy is going to be able to handle what is going to come. So before a round starts the terrain will change from what it is to another layout. Afterwards the player will change their map pins to work with the new terrain. For example now that some areas are underwater, it would be beneficial for the player to make the animals go through the water which would slow them down making them easier to eat. Then they must spend their currency to place towers or upgrade them to defeat them.

## Mechanic

The main mechanic is choosing map pins and dragging them to different positions to change the pathway the enemies will follow through to get to the end. This will be enforced by a changing terrain that will alter the way the player makes decisions like place towers and upgrade them.

## Visual

Visuals are in 3D now so the best thing to do is to replace the simple cubes with more advanced meshes that we create. This will make us learn how to 3D model and create new models. This will be a challenging but a fun endeavor for us and will overall make the game look better and fit the theme better.

## Research

For inspiration and research we looked at the game that inspired this game, *Bloons Tower Defense 5*. That is a prime example of an amazing tower defense game

that does not lag and is incredibly fun to play. We like the aspect of having different towers and a currency that is generated upon defeating the enemies. This would replace our original method of gaining currency which was a random chance of picking up drop that enemies might drop. We also loved the unique style from the game which makes us hope that we can make our own unique style that will suit our game.