Dev Soni

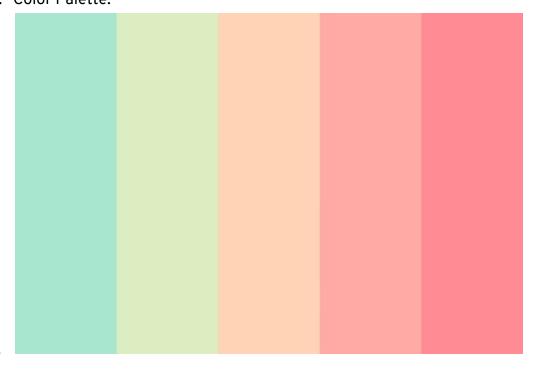## Project 1 Pitch

1. My game is a tower defense game that is level based but what is different is that the player can choose what they path looks like and the powers of the tower. So this way it is up to the player to choose the best optimal way for the map layout and for the design of each tower. They can do this by picking up items that monsters they kill will drop and use those to make new upgrades.
2. Gameplay would include choosing the pathway at the start of the level out of a max path size, upgrading towers and mid-level you can use power-ups if things get bad. So after each level, if the player wants they change the way the layout looks and upgrade towers based on items dropped from monsters. And during the fighting, they need to pick up drops before they disappear so they can use them for crafting new upgrades.
3. From the first moment, the player will decide what the path will look like and what types out towers they would want. There will be a simple tutorial if the game feels too complicated to teach new players on how to play.
4. Core mechanic, choose points to create a path, choose a tower and give it new properties from increased range, speed, to damage type.
5. The color palette of the game should be simple colors with light colors with a pastel like feel.
6. Color Palette:

7.