

Chrono-Guardians: A Fight Through Time

Team Info: CSL Studios

Sean McCarthy (srmccarthy), Christian Mortensen (mortensenc), Larry Nieves (lenieves)

One-Sentence Description:

Pit Spartans against Space Marines as you defend your base from threats across time and space!

Game Summary:

After a mysterious fracture in the fabric of space-time opens, different time periods come together. In Sparta, the king and his forces array themselves before the fracture, ready to defend themselves against any foe that assails them. But a dark force is rising, and even the Spartans may not be able to stand alone against the threat...

“Chrono-Guardians: A Fight Through Time” will feature several historical and fictional armies fighting one another in a tower defense game. Featuring the likes of Spartans, Roman Legions, and Space Marines, ‘Chrono-Guardians’ will offer the ability to level up your units to defend against ever more challenging waves of enemies in varying locales, from the mountains of Ancient Greece to the Space Stations of the future. And after a hard battle against your fierce opponent, you gain the ability to recruit your vanquished foes, fighting alongside them against even more fearsome enemies.

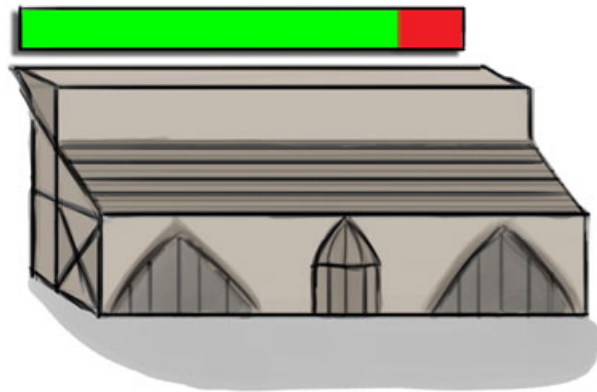
Game Overview:

‘Chrono-Guardians’ is a tower defense game that pits different historical and fictional armies against each other. As the game progresses, the player will be able to upgrade their defenses and unlock new ones in order to fight against progressively harder and more numerous waves of enemies.

- **Novel Features:**
 - Space Marines vs. Spartans – A new and exciting approach to battle!
 - Unlike many tower defense games, history, space, and time itself take on much more important roles. They are the reason for the coming of a greater power and the reason this power needs to be stopped.
 - A leveling system for everything that you want upgraded, including the main tower/soldier units and the headquarters.
 - Initially, the player's towers and units will begin at a generally weaker state that can handle lower level infantry with ease. But, as the waves keep coming, a low-level unit will not be able to hold its own against the stronger forces.
 - With this leveling system in place, players will be able to use their resources in a variety of ways – i.e. focusing on increasing rate of fire, damage output, or Area of Effect.

- The HQ has upgrade abilities as well, however these will be generally base health upgrades and upgrades for all of the player's units. These will also tend to be more expensive than the individual unit upgrades.
- Mini-Bosses in the final level – leads to main boss (head of the Space Marines)
 - Having 'Mini-Bosses' is an uncommon concept in this genre. Mini-Bosses will be infrequent compared with other types of enemies, but when they are on the field, they are a force to be reckoned with.
 - Mini-Bosses are packed with multitude of extra features – Higher health, higher defense, and a higher hit if/when it reaches the base (and watch out for its ability to steal resources as well).

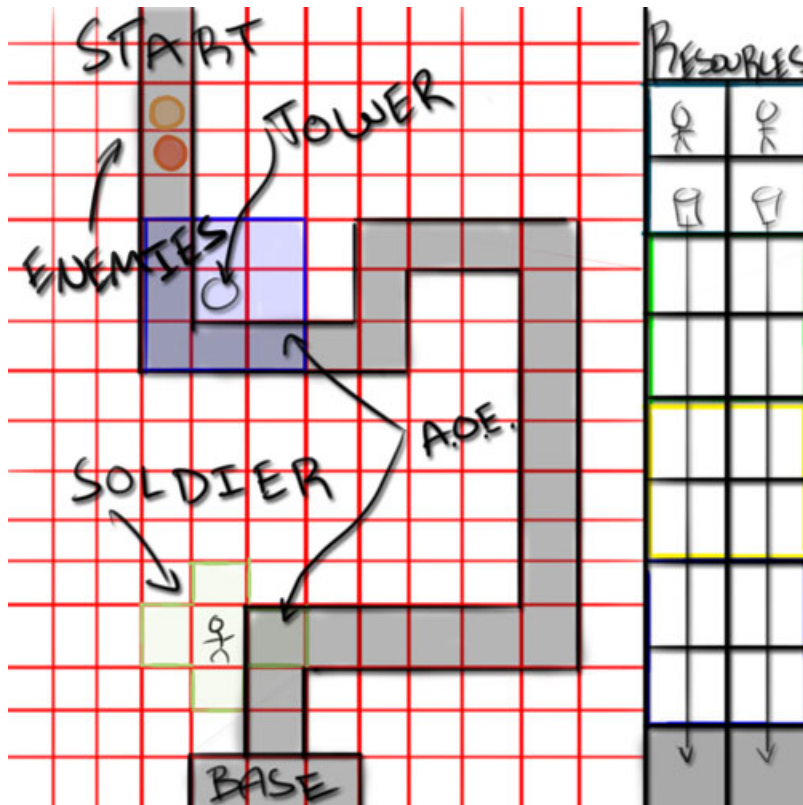
BASE MODEL



This health gauge and HQ drawing suggest some of the art style for the game.

- Target Platform: GameMaker
- High-Level Design Goals:

Core	Desired
At least three armies (two levels)	Additional armies – Ex. Red Coats
Unit Leveling System	Detailed Story/Plot
Healing System	Extra Weapons and Support
At least 4 towers/units per army	Password Save System
Color-based Health System	Contact-Sensitive Music



Above is a rough layout of the field for play.

A few notes on the Core and Desired Elements:

Armies are broken into a clean and simple four units (two infantry types and two towers). Player units cannot be destroyed by the enemies', nor can they be damaged. When a player unit inflicts damage upon an enemy unit, the enemy will change in color. Most, if not all, enemies will have three stages of health correlating to a different color (high, mid, and low).

Having additional armies will expand the amount of units at your (the player's) disposal. More choices can only mean more strategy, leading to a more fun experience.

The Password Save System could be an amazing addition to the game as to prevent players from having to start over and beat the game all in one play-through.

Contact-Sensitive Music could lead to a very interesting experience. As the enemy units get closer to the base, the music would initially speed up, and then become louder and even crazier. Your base taking hits would also affect the music in the game.

- How the Game will Play:

The player begins each level with a certain number of resources to allow them to purchase your initial troops and towers. They then place these units in the field in their desired positions. Once all towers and units are set up, the waves can begin. At the click of the "Start"

button, enemies will begin to walk through the outlined path in the map toward the player's base. Hordes/waves of enemies will continue to pour into the map after a certain amount of time. Along with more waves, the enemies will become increasingly more difficult. As the player units destroy enemies, they stock up on resources to upgrade their placed units or place even more into the map. These resources may also be used to build back HQ's health/strength (repairs). While the player attempts to the upgrade and/or place new units, the waves of enemies will continue to come into play. Their spawn rate could be increased based on the army. The path these spawns will take to the base could also change. At the end of each battle, the player will unlock the defeated army to use in the next battle. This unlock also includes new ammo and supplies to upgrade the units/towers with. The player will also receive a save code that they can later use after exiting and restarting the game.

- Character/Unit Types (R = Required; D = Desired):
 - Archers (Tower) – Shoots slowly, but accurately. (R)
 - Crossbows (Tower) – Shoots quicker than Archers, but less accurately. (D)
 - Cannons (Tower) – Very slow, very accurate. (D)
 - One-Handed Soldier – Swings quickly; low damage. (R)
 - Two-Handed Soldier – Swings slowly; high damage. (R)
 - Specialist – Finds weak point in enemies; weakens enemies. (D)
 - Gunman (Redcoat) – Shoots like Archer; more damage. (Special) (D)
 - Space Gunman (Space Marine) – Overpowered; Limited to one on the field; super high damage. (Special) (R)
 - Leonidas-Like Character (Spartans) – Swings quickly; high damage. (Special) (R)
 - Roman Cavalry Spearman – Stabs quickly; high damage. (Special) (R)

Each of the tower/unit types will have different stats appropriated to their faction. Sometimes cannons/projectile towers will have a higher attack than the one of another army, but the spread of damage could be smaller.

Giving randomness to where some towers shoot gives a unique quality to the game as it suggests that the player must make sure that he/she has strength and accuracy balanced. A field with crossbow towers only will not fare nearly as well as a person who has mixed in archers and soldiers as well.



Another picture that suggests the art style in the game.

Game World/Setting:

In a world where space and time are not as they were, it seems that war is the only constant. For reasons unknown to the player (at first anyway), the Spartans must repel an invasion by several different factions, for instance, the first level will be defending against the mighty legions of Rome. As each threat is defeated, more information about what the fracture is and why so many armies keep coming through is revealed. As the game unfolds, the Spartan leader (the player) learns that the invaders are being manipulated by an evil force which aims to cause so much chaos that the universe will be ripped apart. As each army is defeated, its commander will snap out of the mind control and agree to help the player against this much larger threat. This evil force of chaos will eventually be encountered directly and fought with a united force from throughout time.

Each level will be set in a location appropriate to the army defending. For instance, the Spartans will defend a mountainous area typical to Greece, while the Space Marines may defend a futuristic space station, complete with shiny metal deck plates. The game's background music will be based off of the level's setting.

Of course the art for the characters themselves will thematically fit their faction as well. As you fight you will notice that there are some places on the maps where only certain factions/units/towers can go. For example, woody terrain allows archers, but nothing else.

Gameplay Walkthrough:

On the opening title screen, the player has the choice to start a new game, change options, or enter a password to unlock a level besides the first one. Each level will play pretty much the same, just the usable defenses, enemies and map will be different.

At level start, the commanders from both the player's army and the attackers will meet. The player's commander will attempt to dissuade the attack from happening, but the enemy commander refuses to negotiate, offering only death threats but seeming slightly dazed. Once the 'negotiations' are concluded, the game level screen will appear and the player will have the opportunity to spend resources to build defenses along a path (or paths) that will be displayed on screen. Once the defenses are in place, the player will click on the 'start' button, and the enemy waves will begin to arrive.

As each wave enters, a counter on the screen will decrease to let the player know how many waves are remaining. Each wave will consist of one or more enemies of one or more types. These enemies will be differentiated by different sprites/animations, as well as the amount of health that they have. For example, an early wave may have 10 light infantry units, but a later wave may have 15 light infantry and 5 heavy infantry. Each wave will follow one of the displayed paths on the map, marching towards the player's HQ building. As the enemy units enter the range of the player's defenses, the defenses will attack the invaders, damaging and/or killing them. If the enemy unit is defeated, resources will be added to the player's resource total to allow more defenses to be placed.

If an enemy unit reaches the player's HQ, the HQ will take damage. The HQ will only be able to take a certain number of hits, depending on difficulty, before it is overrun and the player loses. Conversely, if all waves are defeated, the level will be won and the two army commanders will meet again. The enemy commander, having been defeated by the player, will snap out of his daze, realize he's been manipulated by some unknown force, and offer to join the player's army in order to help the player determine who is causing the rips in time and manipulating the various factions involved. This will unlock additional units to be used in subsequent levels. For example, after defeating the Romans, the Spartan army would be able to use Roman Legionnaires as units.

After fighting one or two armies, you are put up against this unknown force. Unlike the past fights, every three/four waves a mini-boss comes into play. These mini-bosses are different in looks and power. They can take a lot more damage than past foes and it also dishes out a giant hit if it makes it to the base along with stolen resources.

After all of the mini-bosses are defeated, the greatest threat in the game arises and attacks your army. If the final boss makes it to the base, the player will automatically lose the level and lose many resources, forcing the player to restart the level from the beginning in an attempt to achieve victory.

In terms of game options, the player will be able to change the volume of the sound effects and background music, from full volume to completely muted. There will also be an option to toggle on and off helpful game play tips.

Production Details:

- Sean: Art Director – Backgrounds, Sprites, Music
- Christian: Tech Overview – Scripting/Coding
- Larry: Tech - Coding