

# The Coming Swarm

THE COMING SWARM

**The Lost Defenders:**

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**Team name/members:** Lost Defenders  
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**Name of game:** The Coming Swarm

**One sentence description:** Human colonists struggle for survival against *The Coming Swarm* by constructing ramshackle defenses from the scraps they are able to scrape together.

**Summary:** The Coming Swarm will be a tower defense style game in which hordes of aliens attempt to cross the map to kill off the human colonists. The player will use scrap metal to build different towers/turrets to destroy the aliens before they kill all of the colonists. The overall goal will be to amass a certain amount of scrap throughout the gameplay. This game will have enough strategy to keep fans of the genre coming back, while remaining simple enough for newcomers to the genre to pick it up.

Features include:

- Multiple towers given to the player used to keep the aliens at bay and defend the human colony
- Several alien types attempting to get rid of the human colonists
- Three different maps (Elteria, Trexxion, and Peetza)
- Three different difficulty settings (Easy, Medium, and Hard)

## **Game overview**

### **Concept**

The Coming Swarm begins in the year 3XXX, humans have begun colonizing the galaxy, and have just encountered another race attempting to do the same. They are known as the Collapsar Spawn. The humans must build defenses with their limited resources before they are overwhelmed and forced off the planet for good.

### **Genre**

The Coming Swarm is a 2D tower defense game. It is played with a top down view in which the player places defenses to prevent waves of enemies from reaching the end of a maze-like map. The overall tempo of the game will increase over time and the difficulty setting.

### **Player Motivation**

The player (a human colonist) will need to use each tower provided in order to prevent the hordes of aliens from infiltrating their territory. The ability to fight off different types of aliens with several varied skilled towers will keep the player interested in continuing the game. The

player will feel a sense of accomplishment after experiencing success due to their decision making and tactical strategies.

### **Novel Features:**

- Multiple towers given to the player used to keep the aliens at bay, each with different stats such as dealing status effects
- Several alien types attempting to get rid of the colonists, with differing speeds and health as well as immunities to different status effects
- Three different maps for the player to choose from at the beginning of the game which determine the path the aliens take, as well as, the look of the game
- Three different difficulty settings at the start of the game which affect the amount of scrap needed to win, alien health, and how many aliens are allowed to get to the base

### **Target Platform**

The Coming Swarm is targeted for low to mid-range modern PCs. The game's control is centered around the usage of the mouse to select and place towers, but the player will have the option to use keyboard shortcuts to decide what tower to place and the location.

### **Gameplay Description**

Most of the gameplay will involve the strategic placement of towers to defend against the waves of alien life forms, also known as, The Collapsar Spawn. The player will click on their preferred tower in the selection menu to select the tower and click on the location they wish the tower will be placed. If it is a valid location the tower will be placed there to fire upon enemies. Each tower also requires a certain amount of scrap for it to be built, and if the player does not have enough scrap, the tower will not be built. Each tower fires its own type of projectile. For example, the machine gun tower fires small bullets while the rocket tower fires rockets that explode on impact. Throughout the gameplay there will be several different types of aliens. Some that may be faster or stronger than others. As the player destroys the incoming hordes of aliens they will collect scrap metal left behind. When the player accumulates a set amount of scraps they will win the map and be returned to the start screen with a high score table showing how long it took them to beat the map. The challenge of the game will be to balance spending enough scrap to successfully defend their base while accumulating enough scrap to beat the map.

### **Game World/Setting**

#### **Setting**

The game takes place in a futuristic extraterrestrial society where humans from earth have begun colonizing on other planets. The three planets featured in The Coming Swarm are Elteria, Trexxion, and Peetza. Each of these planets feature a different geographic setting and have separate backstories to differentiate between the three. However, all three are similar in that they contain maze-like paths through which the impending swarm can gain access into the human habitation.

## **Maps (Planets/Moons)**

### **1. Elteria**

This planet has ruins of a since extinct alien race on its surface. While the civilization is gone, the planet is still very capable of supporting life. When colonization of this planet began, there was no indication of what happened to those who once inhabited it. Whatever had happened was obviously long ago, however. It seemed that any possible threat posed by this planet was long gone. Once colonization was under way, though, something began to stir. The swarm had awoken...and they were angry.

This map takes place amongst the ruins of another civilization. The aging landmarks of Elteria are similar to abandoned cities found in the Middle East on Earth. The ruined buildings appear to be made out of stone and clay.

In the gameplay, this ancient aesthetic will be exhibited by a red/brown colored background.

### **2. Trexxion**

One of planet Dretellion's three moons, this moon contains a massive deposit of Xiphrolexium, the most valuable mineral currently known to humankind. There was a large amount of terraforming needed to make this moon habitable by humans. After the amount of work and resources put into this colony, not to mention the potential gains from the minerals to be mined, being driven away from this established colony would be a terrible blow to the humans' goals.

This map is on a moon, with mining equipment scattered about.

In the gameplay, this map setting, which is similar to Earth's moon, will contain a background of light colors which will vary between white, grey, and cream.

### **3. Peetza**

Peetza contains large groups of harmless aliens that are under human control. Before human habitation began, they were nomadic and roamed the desert in search of simple natural resources, such as food and water. After a long history of this behavior these aliens, The Tregs, were easily overpowered by the advanced technology of the colonizing human invaders. The Tregs are not naturally violent and cannot defend themselves. Therefore, the Collapsar Spawn have taken advantage of this situation and have put themselves in charge of stopping the humans from colonizing on another planet they wish to seize for themselves.

This map takes place with a rigid layout including mountains, large rocks, and volcanoes.

This planet's landscape is desert-like but features several volcanoes that are represented clearly through the map.

## **Characters**

### **Colonist**

Throughout history humans have created and developed a terrible reputation with the other inhabitants of the galaxy. They are known for finding and invading planets and other cosmic objects which are rich in natural resources, some of which are already inhabited. After completely exhausting all useful substances found on these bodies, the colonists normally establish cities and townships for the growing human race. These actions have become necessary in the past several centuries due to overpopulation on Earth and climatic instability.

This specific role will be fulfilled by the player of the game.

### **Aliens**

The Collapsar Spawn are insectoid in nature. After being awoken the swarm quickly mobilized. Some attacked the colonists on Elteria, but many launched from the planet to spread across the galaxy and destroy the Humans wherever they could be found. No one truly understands what the final goal of the Collapsar Spawn is, as all they seem to care for is destruction. Below are detailed the several varieties of Collapsar Spawn warriors:

**Drones:** Basic infantry of the Collapsar Spawn swarm, drones have average health and speed. They have no special resistances or immunities. These appear in large numbers and are the most common Collapsar warriors. The drones resemble metallic bees.

**Pearlescent Ants:** These Spawn have skin that is akin to rubber and makes them very resistant to electricity. As their name would suggest, they look like white ants because of their reflective armor. Pearlescent Ants are somewhat rare.

**Toxic Beetles:** Toxic Beetles have many toxins and chemicals stored inside their bodies to defend from enemies. As such, they are also immune to chemical-based weaponry. Toxic Beetles have brightly colored patterns on their exoskeletons, and are fairly round in shape. These warriors are fairly common.

**Crawlers:** Due to the Temporal Amelioration Devices (TAD) they are equipped with, these soldiers are unaffected by the time dilation field produced by the ChronoDome. They crawl along on four thick legs staying low to the ground. These warriors are somewhat rare, as the TADs are quite difficult to come by.

**Din Dragons:** Din Dragons resemble dragonflies. Their blood is a Resonant Ichor, which allows them to nullify vibrations any vibration in their immediate vicinity, rendering them immune to sound-based attacks. Din Dragons are moderately common.

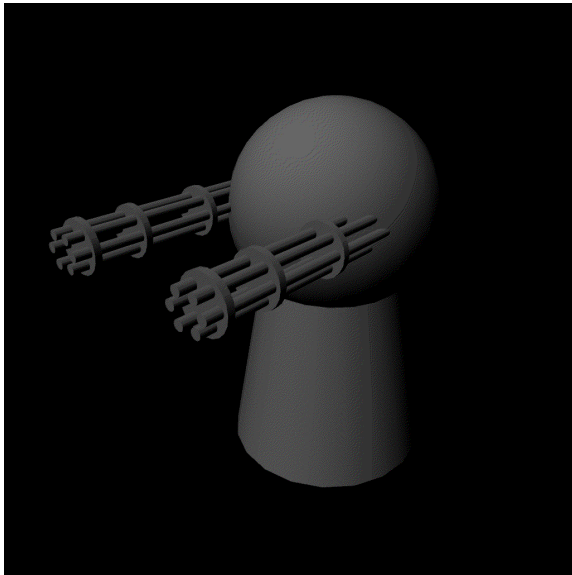
## Objects

### **Scrap**

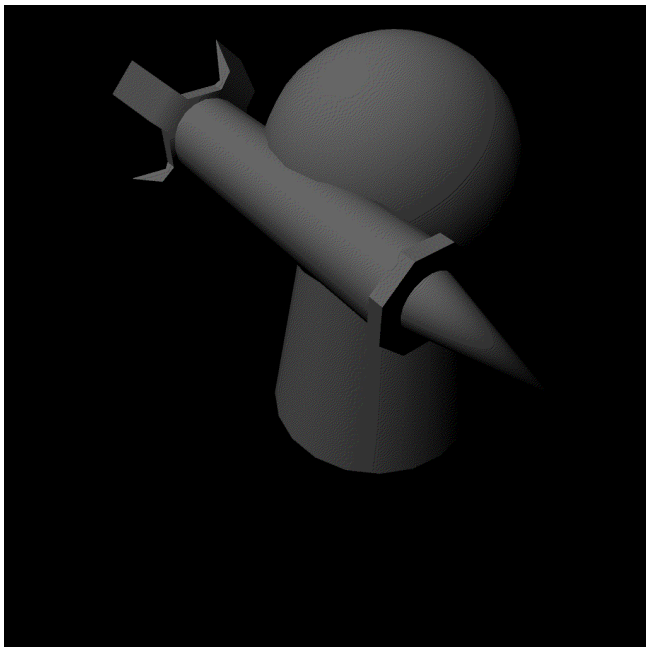
The scrap will be a crucial role in how the player experiences the game. As previously stated, one of the more important goals of The Coming Storm is to collect as much scrap as the player can. This will enable them to create more towers of varying capabilities, as well as, allow the player to ultimately win the game.

### **Towers**

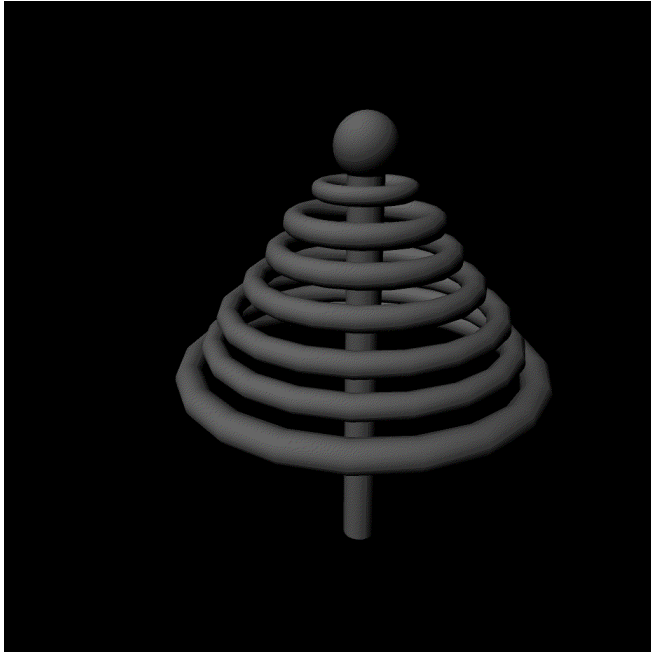
Minigun Tower: A cheap turret with dual miniguns. It does very little damage and has a small range, but fires incredibly fast.



Rocket Tower: A low-priced tower that fires guided rockets towards the nearest enemy. It does not fire very quickly, but its damage and area of effect make up for it.



Tesla Tower: Zaps nearby enemies, up to a maximum of five, in its radius, temporarily stunning most aliens. This tower is somewhat expensive, as it does a large amount of damage at a decent rate.



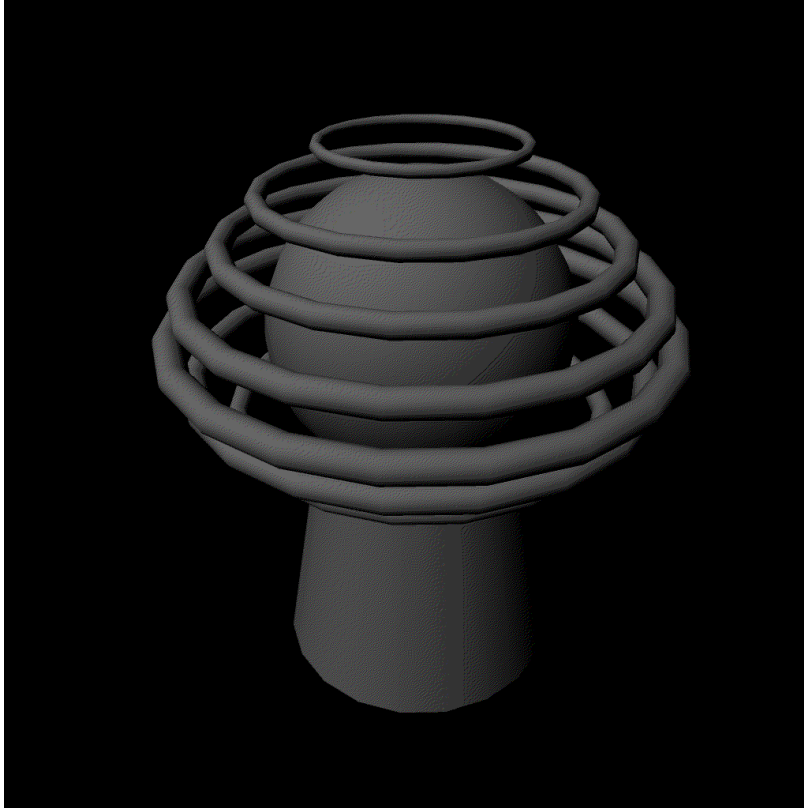
Sound Blaster: Uses sound waves to damage all enemies in its path. Because it focuses sound, the area in which enemies are damaged is similar to a beam rather than a cone. A very expensive tower because of its ability to deal massive damage to clustered enemies.

Sniper Tower: Has incredibly long range and deals significant damage, but has a very long reload time, making this tower surprisingly cheap.

Chemical Tower: Sprays a mixture of chemicals that act as both an acid and a glue-like substance, damaging enemies over time as well as slowing them down. It fires constantly in a rather small radius and is somewhat expensive, although if an enemy can resist it, it will neither be slowed or take damage.

Accelerator Cannon: This tower is incredibly expensive, but if used right can take out any enemy in a single shot. It starts out weak, but charges up over time as the Acceleron particle density increases. The longer it goes without firing, the more damage it deals, and its range has been artificially reduced by intentionally installing a virus to the targeting software to allow other towers to defeat weaker enemies to keep this tower from firing needlessly.

ChronoDome: This tower reverses the polarity of Chronon particles to create a time dilation field that slows down anything that does not have the aid of a Temporal Amelioration Device trying to move through it.



## **Production Details**

### **Roles**

#### **Andy (Art)**

Game artwork -sketches, designing, art concept, creating sprites  
Sounds

#### **Yasmeen (Tech)**

Object interactions- how each sprite/object works with the other within the programming

#### **Sam (Tech)**

Map layout/functionality and all other programming needed to create and execute the game