

## Catapult Hero

**Name:** Samuel Mosley

**Email:** Samueljmosley@gmail.com

**Date:** 10/22/2012

**Classification:** Senior

### Overview

Catapult Hero is a 3D wave based defense game, it contains strategic elements and focuses on the player's accuracy. The player is in control of a single catapult, which they must use to defend the land from invaders. Throughout the game different ammo types will be unlocked for the catapult, each ammo type will do something different.

The game will have two different modes, endless mode (hopefully for the demo) and set levels that must be passed, which can be used to teach the player about the different ammo types. Mechanics to be focused on and highlighted in the game will be accuracy (aiming the catapult) and strategy/resource management (using the right bullets efficiently). The game will use the mouse to set the aim of catapult (left and right joystick for XBLA), and the left button to fire (Right trigger for XBLA), the ammo can be selected through various keyboard input i.e. the numberpad (the directional pad for XBLA). The catapult cannot move back and forth, it can only turn to adjust its view which can be done by moving the aim point (cursor) to either side.

The story is not really important to gameplay but is a standard defend against invaders plot. Visually the game should be pseudo realistic, meaning accurate natural assets, the catapult should be nicely modeled, but the people do not need to be extremely accurate and can be stylized. The main color scheme will be greens and browns (grass and wood), so the things that are not that color really need to stand out (other ammo types and enemies). The sounds effects will include enemies dying, catapult firing etc. without being to annoying.

Bullet types include:

- Standard: unlimited ammo, standard rock that hurts what it hits
- Flame: limited ammo, rock on fire will set small surrounding area on fire
- Bunch a peons: limited ammo, digs wide trench which slows down enemies and all peons are lost (don't worry they were red shirts)
- Well Digger: limited ammo, digs a hole that enemies will fall into until the hole is filled.
- Skunk Cage: limited ammo, damages the enemies it hits over time from the gas warfare
- Bunch o' bibles: limited ammo, will convert the enemies hit to fight for you.

### Justification

The game will be mainly humorous, but will have some level of historical accuracy as well. I think it is an interesting new take on the defense style.

**Target Audience:** Non-gamers

**Target Platform:** PC maybe XBLA

**Project Scope:** 1 semester,

**Resources:** UDK

**Team Size:** 8-10

- Creative director
- Producer
- Programmer-2
- Modeler – 2 (character and asset)
- Animator/Rigger
- Sound designer
- Prototyper