**Section A - Game Overview**

**1:1 - Game Concept**

XDefender is a tower defense game in which players defend a mobile mining base against a variety of mechanical and biological threats. The mobile mining base is equipped with a disposable drone platform known as the HEDS (Hazardous Environment Defense System). This system is customizable and loaded with tools to assist players in defending against waves of enemies while extracting valuable resources, specifically the mineral XODEium. Players will navigate through different stages filled with unique threats, strategically preparing their loadouts to withstand attacks. Should the base be destroyed, the collected XODEium minerals are sent to an orbiting space station for upgrades, trading, and storage.

**1:2 - Themes**

* Sci-Fi

**1:3 - Genres**

* Tower Defense
* Base Management

**1:4 – Platforms**

* Mobile

**1:5 - Target Audience**

* Teenagers
* Young Adults
* Tower Defense Enthusiasts

**1:6 - Unique Selling Points**

* Blocky, low-poly graphics
* Diverse backgrounds and environments

**1:7 - Design Pillars**

The initial platforms for XDefender include a focus on engaging gameplay mechanics, user-friendly controls, and visually appealing art style to create an immersive experience.

**Section B - Characters and Story**

**2:1 - Characters**

* Alisa: The Space Station AI that guides and assists the player throughout the game.

**2:2 - Story**

Set in the year 20XX, the player assumes the role of an explorer tasked with investigating the planet New Exgen in search of the rare mineral XODEium, known for its transmutation properties and reliable energy source.

**2:3 - Game World**

The game is set across various biomes featuring both ancient mechanical threats and new biological adversaries.

**2:4 - Story/Mission Progression**

Missions are organized into different nodes and levels, with progression influenced by an upgrade shop and a loadout system.

**Section C - Gameplay**

**3:1 - Goals**

Players must defend their base while it mines for resources against wildlife and threats from both machines and biological enemies. Players utilize an upgradable turret on the tower to fend off incoming threats.

**3:2 - Gameplay Mechanics**

* Players shoot the tower's main weapon by tapping the screen, guiding it to target incoming threats.
* **Enemy Classes:**
  + **Heavy:** Boss-level enemies that pose significant threats.
  + **Medium:** Special enemies with abilities such as dashes, ranged attacks, and support for allies.
  + **Light:** Common enemies with basic attack patterns.
* A bestiary collection screen allows players to inspect enemy traits and weaknesses.

**3:3 - Items and Power-Ups**

* **XODEium:** The main currency used for trading upgrades for the player's space station and ship, which dispatches the mining base drone.
* **Unstable XODEium:** Grants unique power-ups for the main gun:
  + Fire Rate Boost
  + Damage Boost
  + Cooldown Reduction

**3:4 - Challenge Progression**

A research and development tree allows players to use XODEium tokens to expedite weapon upgrades.

**3:5 - Losing Condition**

If the base's HP is reduced to zero, harvested materials are automatically launched.

**3:6 - Control Scheme**

Players control the turret through touch screen gestures to direct fire at threats.

**3:7 - Level Design**

Levels consist of flat playing fields where enemies are spawned and directed toward the player’s base.

**3:8 - Rewards and Achievements**

Players earn XODEium based on how long they survive each level, with additional rewards for completing levels successfully.

**3:9 - Accessibility**

Accessibility features will be integrated to ensure that players with various needs can enjoy the game, including customizable controls, visual aids, and audio adjustments.

**3:10 - NFTs and Blockchain Integration**

* **NFT Collectibles:** Players can earn or purchase unique NFT collectibles representing rare resources, special turrets, or cosmetic skins for their mobile mining base. These NFTs can be traded or sold on a marketplace, adding value to in-game achievements.
* **Ownership of In-Game Assets:** Implement blockchain technology to allow players true ownership of their in-game assets, such as upgraded turrets, skins, or other collectibles. Each asset can be linked to a player's blockchain wallet, ensuring they have control over their items outside the game.
* **Crafting and Combining NFTs:** Introduce a crafting system where players can combine different NFTs to create more powerful or rare items. This mechanic encourages engagement and gives players a sense of ownership over their gameplay experiences.
* **Token-Based Economy:** Use a blockchain-based token system where XODEium is a cryptocurrency. Players can earn tokens by completing missions, defeating bosses, or participating in special events. Tokens can be exchanged for in-game upgrades, NFTs, or even withdrawn to their wallets.
* **Decentralized Marketplaces:** Integrate a decentralized marketplace where players can trade their NFTs. This can foster a player-driven economy and encourage community interaction.
* **Seasonal Events and Limited Editions:** Release limited-edition NFTs during seasonal events or updates. These collectibles can provide exclusive benefits in the game, such as enhanced abilities or access to special missions.

**Section D - Game Aesthetics**

**4:1 - Game Art**

Will be either designed or asset flipped.

**4:2 - User Interface**

Will be either designed or asset flipped.

**4:3 - Music and Sound**

Will be either designed or asset flipped.

**Section E - Technical Description**

**5:1 - Overall Description**

Game will be made in the unity engine for mobile optimization considerations in mind.

**5:2 - Notes**

Additional technical notes and considerations can be documented here.

**Section F - Marketing**

**6:1 - Audience**

Market research indicates a focus on teenagers and young adults who enjoy tower defense games, with targeted marketing campaigns to reach this demographic.

**6:2 - Monetization**

The game will be offered at a competitive price point, with options for DLC and expansion packs to enhance gameplay and introduce new content.

**6:3 - Localization**

Localization efforts will ensure accessibility for international players, with a focus on user-friendly fonts as referenced in the UI Style Guide.

**6:4 - NFT Marketing Strategy**

* **Promotions and Giveaways:** Host promotional events where players can earn free NFTs by participating in specific challenges or sharing the game on social media. This strategy can help increase visibility and attract new players.
* **Community Engagement:** Build a community around NFTs through social media platforms and forums. Encourage players to showcase their NFT collections and trade within the community.
* **Influencer Partnerships:** Collaborate with influencers in the gaming and crypto spaces to promote the unique NFT aspects of XDefender. Their endorsement can reach a wider audience and attract players interested in blockchain technology