

Simon Schagerer

Program specifications

Project: Tsieffa: The World Battleground
Type: RTS Game - Tower Defense
Language: C# with XNA library
IDE: Visual Studio 2010
Inspiration: <http://www.youtube.com/watch?v=2AqO4rZOEew>

Description: It should not be a classic tower defense strategy game. I hope to create a more complex engine where you are supposed to defend your base against armed invaders. Instead of just walking to their deaths, enemy troops will try to actively destroy your defense systems (not actually remove it from the map, just disable it for some time). This gives me a great potential for a multiplayer where two players will do everything to protect their precious base and on the other hand will do everything possible to destroy their opponents with superior soldiers, war-machines and technology.

Later on (but not in this version) I would like to implement „robot wars“ into this tower defense where each player will have their special „war-engine“ that will actively try to damage your opponent’s defenses. This will be as effective as the player’s pre-programmed engine.

Visuals: In this version I will use the most basic graphic available. I shall focus on the game-engine so I can implement it later into a more realistic game.

Point of game: Hold your ground against as many invaders as possible.

Content: Huge maps, different towers, different defensive objects, basic storyline, various upgrades and hours of gameplay.

Future: Better graphics, updated engine, multiplayer.