



InGallia Games

Concept Document for:

The Acorn Avenger



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Concept

Overview

The Acorn Avenger is a tower defense game in which a squirrel defends his home from invading loggers seeking to cut down the trees. The player prepares for battle and can dissuade the loggers by using traps and various nut projectiles.

Premise & Story Synopsis

Spruce Willis the squirrel lives in the forest of Elm's Deep and had a typical squirrel life until the More Doors Logging Company moves in and begins cutting down the trees of the forest. Spruce takes it upon himself to drive out the loggers by using his tactically advantageous position in the treetops to set up traps and launch nut-based projectiles. In order to save the forest, Spruce needs to fend off the loggers until logging season is over. Spruce is supported by his friends Almond Brando and Al Pecano who provide him with additional resources and training.

Unique Selling Points

The Acorn Avenger has three unique selling points that set it apart from other games within the same genre. These points are listed below, and the gameplay related points will be described in further detail in the Game Features section.

- Squirrel vs Loggers premise
- Gameplay phases: daytime and nighttime
- Two-tiered maps

Game Features

The Acorn Avenger will have two gameplay phases: daytime and nighttime. The daytime phase is the action phase where the player will have to fend off the incoming loggers. The nighttime phase is the preparation phase when the player can prepare for the upcoming battle. The complete cycle of both nighttime and daytime represent a level in the game.

Daytime Phase

During the daytime phase, the player initially has a limited time to prepare the map. This may involve placing various traps and pitfalls prepared during the previous nighttime phase. After the initial preparation, the player will then have to defend the map from increasingly difficult waves of loggers. In addition to the traps, the player will have access to a variety of nut-themed projectiles which they may use to damage the loggers from the trees. During the daytime phase, the player can also collect resources that will appear throughout the map, either dropped by defeated enemies or by natural events. Once the player has successfully warded off the loggers, the game proceeds to the next nighttime phase where the player can prepare for the next level.



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Two-Tiered Maps

Each daytime map is two-tiered. The lower tier is the forest floor which is where the loggers will primarily be located. The upper tier is the collection of tree branches which is where the player squirrel will primarily be located. The player can descend to the forest floor whenever they choose, and certain enemy types will be able to interact will or ascend to the tree branch tier of the map.

Nighttime Phase

During the nighttime phase, the player will have access to a central hub where they can prepare for the upcoming battle. These preparations include purchasing resources and items from the shop, crafting enhanced traps and weaponry, and training Spruce at the gym to increase his stats.

Shop

The shop is run by another squirrel named Almond Brando and can only be accessed by the player during the game's nighttime phase. It is where the player can purchase additional resources for crafting, traps, and projectiles. The shops stock will change and increase as the player progresses through the game.

Crafting

The player will also have access to a crafting station during the nighttime phase. The crafting station can be used to craft new traps and projectiles in addition to improving existing items. The player will learn new crafting recipes as they progress through the game and therefore will be able to craft a wider range of items and enhancements

Training

The third option available only during the nighttime phase is training. Training is done at Al Pecano's gym where the player can improve Spruce's stats in strength, stamina and agility. Strength training will increase the distance Spruce can throw projectiles, stamina will increase the frequency with which he can throw projectiles, and agility will increase his overall movement speed. Players will only have the option of training in one of the areas each night.

Platform:

The Acorn Avenger will initially be released on PC, with plans to expand onto mobile platforms and on the Nintendo Switch.

Genre:

The Acorn Avenger is a tower defense game.



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Rating:

The expected ESRB rating for this game is Everyone 10+ due to cartoon violence.

Target Audience

This game will appear to fans of tower defense games of all genders. The basic gameplay is simple yet there is room for customization and enhancements. The Acorn Avengers hopes to appeal to both kids and adults by having a cartoon yet satirical art style similarly to how Pixar movies appeal to both kids and adults.

Competitive Analysis

The Acorn Avenger's competition are only quirky tower defense games. Presently these include Bloons TD 6, Go Home Dinosaurs, and Plants vs. Zombies. While these games have similar tower defense mechanics including setting traps, upgrading weapons, and leveling up characters, the Acorn Avenger is unique in its premise and several aspects of its gameplay. The premise of squirrel vs loggers is different from all tower defense games currently on the market with the most similar competitor being Plants vs. Zombies. In addition to the premise, this game also differentiates itself with its two-tiered gameplay maps which reinforce the premise and at an interesting twist to the classic tower defense gameplay.