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INFORMATION SHEET

Title: ALIENS AGAINST PEASANTS

Genre: Tower Defence

Theme: Comedy, Reflexion, Peasant, Aliens

View: Isometric

Platforms: Android, IOS, PC

Player: 1 - 2

Public: All Public

Anticipated PEGI : 3+



Target: People who like to player for fun with a slight taste for challenge

BACKGROUND

It has now been 250 years since the greatest discovery took place, that of the "Sacred Hay", a magic hay, that arrived here on Earth through a mysterious portal. A few strands are enough to feed even the most hungry of men, and just to the touch, this hay brings happiness and good fortune.

Thanks to this, the world was at peace, because every man and woman had become farmers, a new tradition from parents to children, all chose to cultivate their own sacred hay and thus live forever happy.

At least that's what they thought, until the portal suddenly reopened and this time an army of aliens came out, apparently here to take back what belongs to them, the magic hay.

But there is no way the farmers will let themselves be made, this hay is now theirs, and they intend to keep it!



UNIVERSE

SBIRIANS

The Sbirians are a group of many different alien races living on their native planet Sbire, all faithful believers of the ancient Gullible Gods.

For a long time, thanks to Sacred Hay, the different races have managed to live in harmony without quarrel.

Until the day when the Sect of the Gulls, being opposed to Sacred Hay, burned all the stocks and seeds, removing all the haystacks from the planet Sbire.

From then on, revolts and wars between races began to spread, destroying the Sbirian alliance.

But when all seemed lost, aliens remembered that two hundred years ago, fearing one day that this event would take place, they sent a stack of Sacred Hay to an isolated planet to save it.

Their last hope was on this "Earth" and they intended to do everything they could to get their Sacred Hay back.

GULLIBLE GODS

The Gullible Gods are the ancient gods of the planet Sbire, to whom all the Sbirians are loyal, because this time around, these gods are very real and have expressed for a long time their presence under the shape of benedictions or maledictions.

To reward their disciples, they have infused their power in their statues, built by the Sbirians to honor them, and these towers have now become lethal defences against the enemies of the planet Sbire.



Example illustration of animals having eaten Sacred Hay

GAMEPLAY

VICTORY/DEFEAT CONDITIONS

If any alien survives and reaches his objective, the player loses a unit of Hay. But the player won't lose a life point straight away, the alien will then proceed to try and bring back the unit of Hay he stole all the way back to his portal, once he manages to get it there, only then will the player's life points diminish.

Once the player has finished all the waves of the level and killed all the enemies present, if he has at least one unit of Hay left, in his storage or on the path, the first phase is a success and he passes onto the second one.

If the player has managed to steal and bring back all the pieces of technology to his portal, the second phase is a success and also the level itself and he can pass onto the next one. If he's run out of resources before that, can't send any more waves of farmers, the player has lost.

LEVELS

After the tutorial, the more the player advances throughout the levels, the more he approaches the alien's mother base, which means that each level is harder to finish than the last one.

Each level (except the tutorial) includes two phases:

DEFENCE

The aliens want to take back what was once theirs and invoke a/multiple portals at the other end of the path(s) leading to the Hay.

The player, like in any Tower Defense, must build towers in order to defend all of his Sacred Hay (Base) against the many waves of aliens who are trying to steal it back.

WAVES

Each level is composed of the same number of enemy waves (except the last one).

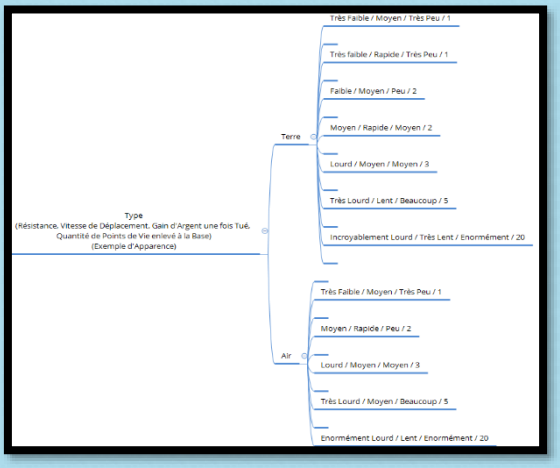
Each new wave, the enemies are in higher number and harder to kill. Once all the waves are finished and exterminated, the phase is finished, and the player can start the next one.



ENEMIES

They have a unique goal: steal the Sacred Hay; and they arrive in waves (in groups). Depending on the type of alien, the enemy can be more or less resistant, fast and so gives also more or less money once killed. He can also take more or less Hay units at the same time from the player's Base.

Many different alien races exist (terrestrial and aerials) among the enemy ranks, the player will encounter more and more of them more the levels go by (from the weakest to the strongest).

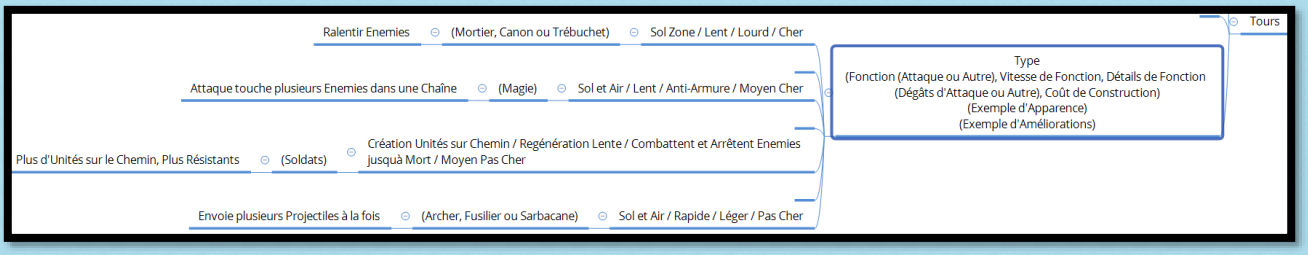


Example illustration under Xmind of the different types of enemies

TOWERS

More he advances in the levels, more the player will have access to different and upgradable towers (to be able to defeat stronger waves of enemies), but the new towers (being more powerful), and also their upgrades, are more and more expensive.

The towers (the player's and also the enemies') can only be built on the planned emplacements on the map and are all indestructible (except during Boss' waves).



Example illustration under Xmind of the different player's and enemies' towers

MONEY SYSTEM

The player gains money by eliminating the enemy waves, depending on the enemy killed, the player receives more or less money to use for buying or upgrading his towers.

ATTACK



Example illustration of the alien's home planet

The aliens retreat, but their portal stays open, the farmers take the opportunity to counter attack and enter through it. The player is now in enemy territory, on the alien's home planet, and finds himself in in the boots of the attacker.

WAVES

The Player must now invoke his own waves, that he'll send on the alien Base, to steal their advanced technologies, that will allow the player to upgrade their towers and to unlock new ones during the next level.

ENEMIES



Example illustration of the alien's tribal masks

Whilst attacking, the player will not encounter any enemy waves, the threat is now the alien's built towers, that will try to stop his waves of peasants from getting to their base.

TOWERS

The aliens possess the same types of towers than the peasants, but with different appearances. Like for the player, more the levels advance, more the towers are varied and upgraded and so powerful.

Each beginning of attack phase, some enemy towers are already prebuilt and during the time that the level advances, the enemies build new ones using their available resources of money, until all the tower emplacements are used up.



Example illustration of an alien tower and the alien Base

MONEY SYSTEM

The player gains money everytime a peasant passes on a charged golden plant emplacement (gold is a basic resource on the alien's mother planet and is unused by them), the plants are different sizes, and so give each more or less money.

With this money, the player can invoke waves of peasants. The enemy though gains money by eliminating peasants with its towers, which will allow him to build others or upgrade the already existing ones.



Example illustration of a golden plant


13/15
Number of Sacred Hay Units left
OVERVIEW
WAVE 3/9
Number of Waves remaining
235
Money Quantity
Pause Button
Tower Emplacement
Terrestrial Enemy Units
Sacred Hay unit
Enemy's Health Bar
Player's Tower
Enemy aerial unit
Enemy Portal
Player's Base


08/15
Number of Technology Units remaining
Money from the Golden Plant gained
115
+ 75
Money gained just now
Technology Unit stolen
Ally Portal
Golden Plant
Enemy Tower
Money gainable from the Golden Plant
Technology Unit
Terrestrial Ally Unit
Enemy Base