

One Pager - Survivor TD

Pitch :

A roguelite tower-defense survivor game where the player **builds mazes** and **fights waves** of monsters while **collecting divine “favors”** to upgrade runs.

Design Pillars :

- **Build & Survive:** Gameplay alternates between a build phase (placing and upgrading towers) and a survive phase (endless waves of enemies).
- **Dynamic Pathing:** Players can shape enemy routes with walls, turning the battlefield into a puzzle.
- **Meta-Progression:** Collected “favors” allow **permanent upgrades** for stats and tower types across runs.

Inspirations :

- Vampire Survivor, Halls Of Torment
- Bloons Tower Defense, Kingdom Rush

Core Gameplay et Mécaniques :

- **Phases :**
 - *Build phase* → the player **constructs walls** and optimizes the maze layout.
 - *Survival phase* → the player must **withstand timed waves** of enemies.
- **Maze building :**
 - Each wall alters enemy pathfinding.
 - Smart placements maximize enemy travel time and funnel them into traps.
- **Roguelite Meta-Progression :** After each run, players **spend “favors”** to permanently enhance their stats and defenses.

Art/Audio

- **Visuals:** 2D isometric view, chosen to simplify maze readability and reuse of modular assets.
- **Audio:** Intense music underlines the themes of survival and relentless combat.

Interface

- Mouse → building, upgrades.
- Keyboard → player movement.

KSP/USP

- A hybrid of **tower-defense strategy** and **roguelite replayability**.
- Dynamic pathfinding and **maze-building** empower the player to directly control enemy routes.