



Game Design Document ver. 1.0.14

Smash the Castle

(working title)

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Updated: Tuesday, December 17, 2013

This document was created by indiePub Entertainment, Inc., for DeNA.

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Design Document History

This is a living design document meaning that it will be edited and changed to reflect design changes made throughout the production of the game.

DOC VER	DATE	NOTES
1.0.0	10/24/2013	Initial version of this document based on the HL-GDD provided to DeNA plus significant additions.
1.0.1	11/05/2013	Castle Damage changed and Paratrooper Projectile description changed to reflect new mechanism.
1.0.2	11/06/2013	<ul style="list-style-type: none"> Added Appendix B to house additional ideas for the game and to possibly be used as updates; Added two Defensive items (Smoke Screen/Smoke Bomb and Shield/Umbrella); Clarified Attack Items (specifically hovercraft control);
1.0.3	11/07/2013	Added list of potential game name ideas .
1.0.4	11/11/2013 through 11/20/2013	<ul style="list-style-type: none"> Updated the environment effects mentions across the doc (removed rain, snow and leaves). Clarified Online Multi-Player options. Corrected word in Overview (Projectile to Life). Added a Story premise and outlined Story segments. Added Presentation Scheme examples. Updated the UI Flow Chart. Replaced curly/typographer quotes with straight quotes. Clarified Multi-Player segments. Removed Ramp from Defensive Items. Added Paratroopers to Attack Items list. And then back out again so that it remains only a Projectile. Added Precision Shot to Gifting. Removed Coins from Multi-Player Mode. Added timeout scenario to Turn Clock. Removed Baseball from Power-Ups and moved to Future Ideas Appendix. Updated the Gem Cost Chart, IAP Chart and IGP Chart. Added Castle Damage point and bonus points formulae. Added basic Level Progression Chart(s).
1.0.5	11/21/2013	Clarified the Item Select system for single-Player and Multi-Player Modes.
1.0.6	11/21/2013	Added Story Script and Dialog as Appendix C . Also revamped the Inventory System and removed the Tiers.
1.0.7	11/22/2013	Added Key Quest System and a list of Character Animations .
1.0.8	12/03/2013	<p>Added comments and changes from 11/25 meeting:</p> <ul style="list-style-type: none"> Facebook replaced with GameCenter where appropriate (for matchmaking). Clarified system compatibilities (no iPod Touch 4 support). Removed optional cut scene presentation in favor of singular option. Changed Story Scene "Sandbox" to "Back Yard" to avoid uneven and soft surface issues. Noted the addition of wind to outdoor levels. Replaced incidences of "Thin" and "Strong" with "Weak" and "Strong" when referring to Soldiers throughout the document. Added "Itchy" to Character Animations (for Itching Powder). Clarified the Font (Hobo Standard). Clarified the Music Style to mention music for cutscenes. Precision Shot clarified in Power-Ups (it will be represented as its own Projectile and cannot be used with any Projectile). Added time as possible criteria for Key Quests. Added Post-Level Popup.

		<ul style="list-style-type: none"> Moved Paratrooper back to Power-Ups.
1.0.9	12/03/2013	<p>Added mention of Coins and Gems to the Item Select Menu. Clarified the Key Quest system.</p>
1.0.10	12/03/2013	<p>Clarified Power-Ups in Multi-Player Mode (Players cannot use Power-Ups in Multi-Player Mode).</p>
1.0.11	12/04/2013	<ul style="list-style-type: none"> Expanded the Visual Theme section including images of Character Models, the Catapult, Castle Construction Objects, Projectiles, Power-Ups, Attack Items and Defense Items. Added Appendix D: Legal Requirements. Moved the early character concepts to Appendix B: Additional concepts and Future Ideas.
1.0.12	12/05/2013	<p>Added more objects to the Castle Construction Objects list in the Visual Theme section. Added Paratrooper to IGP Chart. Changed Gifted Coins from 50 to 10 in Gifting section.</p>
1.0.13	12/06/2013	<p>Added Opponent's Turn View to the Taking Turns section. Clarified the Key Quest and alerts that occur (can buy Keys as IGP with Gems or connect to the internet to buy more Gems).</p>
1.0.14	12/17/2013	<p>Added more 3D renders of models to the document. Added section for Environmental Items.</p>

Game Overview

Our goal is to create a 3D Catapult game that includes exciting destruction, simple controls and a story, theme and art style that appeals to many demographics.

Our Smash the Castle (3D Catapult) game will include:

- 3D imagery and physics with a catapulting mechanism controlled using a touchscreen.
- A Single-Player Mode with a Map to progress through the Levels and Story.
- A turn-based, online Two-Player Battle Mode.
- Automatic matching and the ability to challenge specific (GameCenter) Friends.
- Strategic Attack items that can be placed near an opponent's Castle to cause more damage – and effects – when hit by a Projectile or falling object.
- Defensive objects to place by your Castles to help prevent destruction by your opponent.
- Facebook integration to see Friends' progress and Attack items or request help (including additional Power-ups and/or Projectiles).
- Balanced monetization that may include Attack Power-ups, Defensive Power-ups, Catapult Abilities, faster Life regeneration and additional Projectile slots.

Common Questions

What is the game?

Smash the Castle is a 3D catapult game where you try to destroy an opponent's Castle, take out their Soldiers and saved trapped Teammates using various hurled objects.

There is a story-based Single-Player Mode and a two-player versus Online Multi-Player Mode.

Where does the game take place?

The game takes place in a miniaturized version of the human world, specifically, in and around a house. There will be Key Locations where most of the events will take place.

What do I control?

You control:

- The Catapult's pitch, yaw and power.
- Power-Ups (sometimes including Projectile type).
- Attack Item placement.
- Defensive item placement (Multi-Player Mode only).

How does a Player move and progress through the game?

The Player controls a Catapult and its Projectiles in every Level. A "Character" (or Player Avatar) is not directly controlled in the game.

The Player progresses through the (Single-Player) game by automatically progressing from a completed Level to the next Level. The World Map will exist but not be shown unless the player backs out and views the World Map).

Players can use the World Map to select Levels to replay (to try and achieve a better score and earn more Stars) by tapping on a Level.

Gates will be locked between Stages so that a Player will need to either purchase or be gifted Keys to unlock a Gate to proceed to the next Stage.

How will the game scale?

The Game World (and Story) can be infinitely scaled so new stages and Story can be added at any time. The new Stages will be represented by adding areas to the World Map.

What system(s) will this game be available for?

This game will launch for the following systems:

- iOS 6 and above (iPad, iPhone, iPod Touch)
 - Note that this does not include the iPod Touch 4 (per the Mobage West document).
- Android supporting Android 2.3/API 10 and above.
 - This will be released as a separate SKU with its own milestone date(s).

This game will comply with the established guidelines and requirements for the appropriate app store(s):

- iTunes (iOS)
- Google Play (Android)

Rendering System

The game will be rendered using a 3D environment. The rendering engine is Unity ver. 4.x.

Camera

The Gameplay Camera is a perspective camera with a 60-degree field of view.

The Camera will move to reflect the angle of the Catapult and follow a Projectile for a limited distance to view the damage. In Single-Player Mode, the Camera will stay on the Castle either until all the action is done or until the Player taps the screen. In both instances, the Camera returns to the Catapult view with a quick tap.

The Defensive/Attack Item Placement Camera (Multi-Player Mode) is orthographic in a fixed perpendicular position above the game Board.

Game Engine

We will be using the Unity3D game engine (version 4.x) for our implementation of the game. This will allow us to easily deploy the game across multiple platforms while minimizing the amount of native functionality that needs to be ported.

Universal Code

Certain game and engine functions like Localization support, notices and currency tampering prevention will be implemented using internally developed libraries that are used across several indiePub games.

We will also be using Facebook and Mobage libraries for leaderboards, player progress, asking for Keys, gifting power ups and other minor elements.

Backend Code

The backend is a RESTful API written in PHP that handles requests from the app. Requests return JSON to the app.

Story

Premise/Overview

You are the Leader of the cute Clan of Ittles and have to defend your territory in and around the Human's House.

The cranky Mouse Queen has set up fortresses ("Castles") and stocked them with her Mouse Minion Soldiers to try and claim areas of the house as her own and capture your fellow Ittles. She also works with the Sugar Gliders – and the Sugar Glider King - who protect the outdoor Castles.

Main Story (Background)

The Ittles and Mice have had a truce for years, secretly living throughout homes of giant Humans. One day the Prince of the Ittles is out with his girlfriend when they start playing with a few of the objects around the house (when the humans are not home, of course). While they are having fun, tossing toys around, one hits a small structure that was built – and inhabited – by mice. Although the Prince and his girlfriend are apologetic, the mice grab the girl and take her to the castle of the Mouse Queen and Sugar Glider King. Prince Ittle, who escaped the mice, secretly follows and is able to listen in as the mice proclaim they have been attacked by Prince Ittle and the truce has been broken.

The Queen and King declare territorial war on the Ittles, vowing to build fortresses and castles to claim every part of the Human's world as their territory.

Prince Ittle returns to the peaceful Ittle village (Ittleville) where he starts to tell the story to try and gather a small army to fend off the Mice. He's not quite fast enough as both the Mouse Minion Army and Sugar Glider Brigades invade the town, taking nearly all the Ittles captive. Prince Ittle, vowing to make things right, constructs a mighty catapult that he'll use to free his fellow Ittles from captivity, save his friend and – he hopes – convince the Mouse Queen and Sugar Glider King to restore the truce so they can once again live in harmony.

The game takes place after these events (which are retold as backstory mentions). As more Ittles are freed, the Prince becomes increasingly happy but is always hopeful he can make peace with the Mouse Queen and Sugar Glider King.

Single-Player Mode Story

You must fling items to destroy the Mouse Queen's and Sugar Glider King's Castles to thwart their territorial takeover as well as free trapped Ittles.

Opponent Soldiers - although they may visually burst - are more defeated than destroyed.

Each Stage takes place in a common location, be it a room or, when outside a section of the yard. Even though multiple castles (20) will be placed in each "Room," the viewing angle can be changed so the background does not become stagnant.

Presentation Scheme

The story sequences will be shown as brief, independent cut scenes featuring 3D, semi-animated characters (simple, perhaps looping animations). A talking character will be shown and “Talk” through text in a Speech Bubble.

Then the Level (and Stage) will begin after the cut scene finishes.

Each set of conversations will take place after a Stage Door is unlocked and offers a secondary reason for people to want to continue to the next Level/Stage.

Our goal is to keep the conversations short, with 3 to 7 dialog boxes per Story cut scene.



Multi-Player Mode Story

For the game’s Multi-Player Mode, the Premise remains the same although there is not a Story to convey. The sides are essentially irrelevant as each Player is a Protagonist.

Story Scenes

Ideally, each scene visually takes place in the 3D environment for that Stage. (If file size becomes a concern, the indoor scenes can take place with a similar background and outdoor scenes will likewise have a common background.)

Introduction & Stage 1: Family Room

Levels 1 through 20

- This story segment shows prior to Level 1.
- This Stage is set during the day and does not have any wind effects.

- The Door between this Stage and the next is locked (between Levels 20 and 21).

Stage 2: Bedroom

Levels 21 through 40

- This story segment shows prior to Level 21.
- This Stage is set during the day and does not have any wind effects.
- The Door between this Stage and the next is locked (between Levels 40 and 41).

Stage 3: Kitchen

Levels 41 through 60

- This story segment shows prior to Level 41.
- This Stage is set during the day and does not have any wind effects.
- The Door between this Stage and the next is locked (between Levels 60 and 61).

Stage 4: Back Yard

Levels 61 through 80

- This story segment shows prior to Level 61.
- This Stage takes place during the day and will include a wind effect.
- The Door between this Stage and the next is locked (between Levels 80 and 81).

Stage 5: Tree House

Levels 81 through 100

- This story segment shows prior to Level 81.
- This Stage takes place during dusk and will include heavier wind effects.
- Level 100 is currently the end of the game. We will leave the story open-ended so there can be more Stages added.

Primary Characters and Character Types

Ittles (a.k.a. Clan of Ittles) – These are the main protagonists and your “Soldiers” of the game. Your fellow Ittles are also being held captive by the Rat Clan.

Ittle Prince - This is the leader of the Ittles. You are playing the game as this character.

Ittle Princess – This Prince Ittle’s girlfriend.

Mouse Minions – This is a clan of mice and the game’s main indoor antagonists/opponents. These are the game’s “Soldiers” for the Levels that take place inside the House.

Mouse Queen – This is the leader of the mice and the main “Boss” of the game’s indoor Stages.

Sugar Glider Clan – This is a clan of sugar gliders and the game’s main outdoor antagonists/opponents. These are the game’s “Soldiers” for the Levels that take place outside the House.

Sugar Glider King – This is the leader of the Sugar Glider Clan and the main “Boss” of the game’s outdoor Stages.

Visual Theme

Overview

The Visual Style of the game will be a 3D world with cel-shaded objects. Characters will be cute and cartoony but with some basic shadowing to offer additional depth.

Backgrounds and in-game elements will be a combination of 2D and 3D cel-shaded elements as well as 2D painted elements (e.g. walls, sky, etc.) as appropriate.

Characters will be rigged and rendered in 3D with cel shading. They will have basic motions to both show their position on the Map as well as taunt the Player.

Ambient environmental effects may be included throughout the game that change the visual style of the Levels but do not affect actual game play. These will be determined per Level by the Level Designer and will include time-of-day lighting and possibly some environmental items.

Fonts

The Fonts and typography that will be used in the game – aside from an illustrated logo or logo elements – will be from the default Adobe or licensed DynaFont library.

The primary font being used in the game will be HoboSTD (Hobo Standard), an Adobe font.

Font name: Hobo Std
Version: Version 2.031;PS 002.000;hotconv 1.0.50;makeotf.lib2.0.16970
OpenType Layout, Digitally Signed, PostScript Outlines

abcdefghijklmnopqrstuvwxyz ABCDEFGHIJKLMNOPQRSTUVWXYZ
1234567890...: ' " (!?) +-* / =

12 The quick brown fox jumps over the lazy dog. 1234567890

18 The quick brown fox jumps over the lazy dog. 1234567890

24 The quick brown fox jumps over the lazy dog. 1234567890

Game Character Models

Prince Ittle



Prince Ittle
(front view)

Ittles



Ittle
(front view)



Ittle
(rear view)



Little Cage

Mouse Soldiers



Weak Mouse Soldier
(front view)



Strong Mouse Soldier
(front view)

Character Animations List

All characters will have a set of animations that can be used in the game and in cut scenes.

This list may change to meet the needs of the client as well as to best suit the needs of the game and/or scene.

All Soldiers (Weak and Strong Mice Soldiers, Weak and Strong Sugar Glider Soldiers)

- Idle – Look around
- Teeter
- Fall
- Taunt(s)

- “Come on” or “bring it” hand gesture
- Smack butt
- Shake fist
- “Put up your dukes”
- Rock on balls of feet (Idling)
- Spin move
- Slap belly
- Beat chest
- Jump up and down, crazily wave arms

Strong Mice Soldiers - Unique Animations

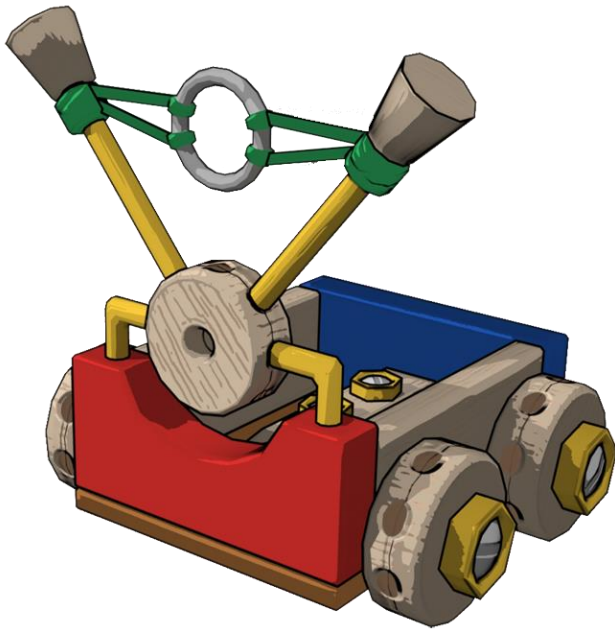
- Drums on can
- Hides in can
- Itchy

Ittles – Unique Animations

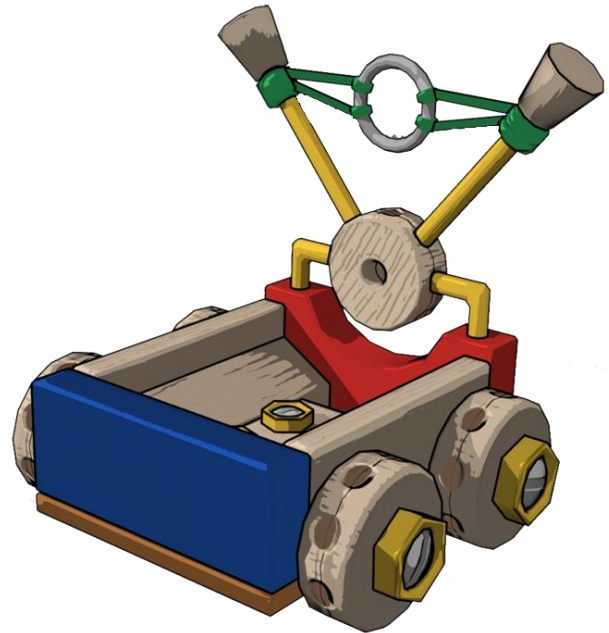
- Idle - Look around
- Wave
- Scared or fear
- Celebrate
- Nod head
- Shake head
- Gesture

In-Game Objects

Catapult



Catapult
(front view)



Catapult
(rear view)

Castle Construction Objects

Below are examples of some of the elements that will be used to construct Castles. (This is not a complete list and may not reflect the final appearance of each item).

For a more exhaustive list of items used to construct Castles, please see the [Coin Earning Chart](#) below.

Please note that these objects are not shown to scale.



Box of Crayons



Pocket Calculator



Letter Block



Wooden Rule



Cardboard Box



Box of Matches



Pencil



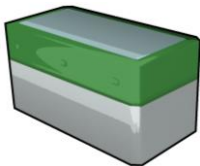
9-Volt Battery



AA Battery



Soda Can



Tin



Chalk Eraser



CD Case



Domino



Paper Towel Tube



Clay Flower Pot



Clay Flower Pot Base



Flying Disc



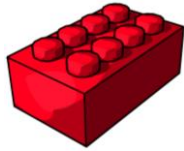
K-Cup



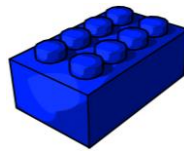
Wooden Building Toy



Marker



Connecting Block (Red)



Connecting Block (Blue)



Connecting Block
(Green)



Toilet Paper Tube



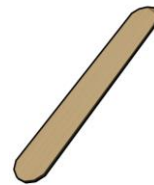
Pack of Cards



PVC Pipe



Spool of Thread



Popsicle Stick



Triangle Wood Block

Projectiles

Below are renders of the 3D models for the Projectiles being used in the game. For an exhaustive description of each, please see the [Projectile Types](#) section of this document.



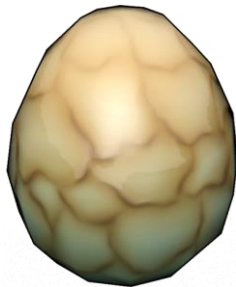
Marble



Steel Ball



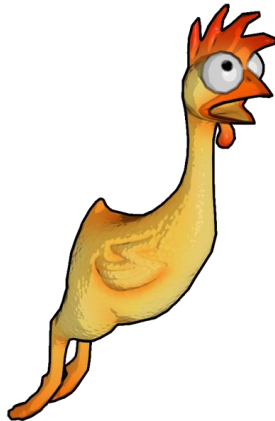
Marshmallow



Rotten Egg ("Grenade")



Rubber Chicken
(ball form)



Rubber Chicken
(expanded)

Power-Ups

Below are renders of the 3D models for the Power-Ups being used in the game. For an exhaustive list and explanation of each Power-Up, please see the [Power-Ups](#) section of this document.



Bag of Small Marbles
(Projectile Power-Up)



Paratrooper
(Projectile Power-Up)



Paratrooper
(Expanded Parachute Army Man)

(Note that the Precision Shot Power-Up does not have a 3D model as it is dynamically drawn by Unity.)

Attack Items

Below are renders of the 3D models for the Power-Ups being used in the game. For an exhaustive list and explanation of each Attack Item, please see the [Attack Items](#) section of this document.

(Please note that, for the objects to be show in this document, the sizes are not all properly proportioned.)



TNT



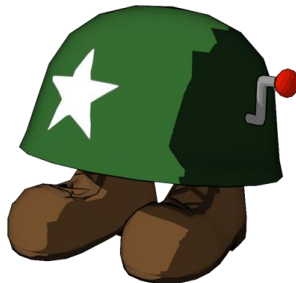
Windup Duck Toy



Toy Helicopter



Itching Powder



Stompy Feat



Remote Control Hovercraft

Defense Items

Below are renders of the 3D models for the Defense Items being used in the game. (This is not a complete list and may not reflect the final appearance of each item).

For an exhaustive list of Defense Items, please see the [Defense Items](#) section of this document.



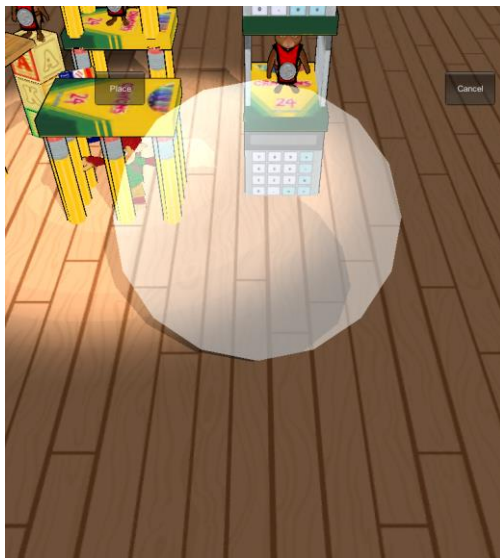
Metal Block ("Strong Block")



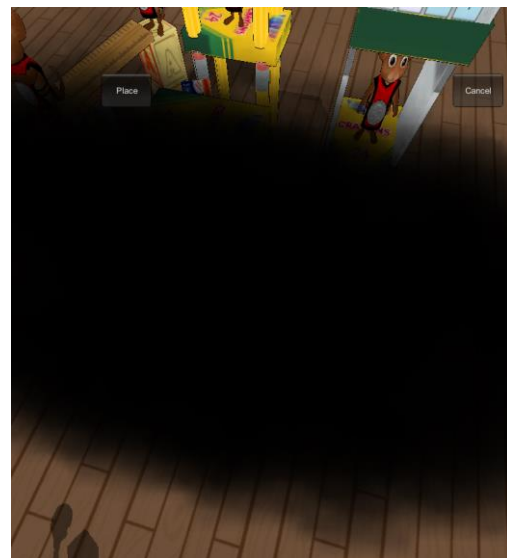
Ice Block



Shrink Ray Gun



Umbrella ("Shield")
(temporary model)



Smoke Bomb ("Smoke Screen")
(temporary Unity particle effect)

Environmental Items

Below are renders of the 3D models for some of the Environmental Items being used in the game. (This is not a complete list and may not reflect the final appearance of each item).

Note that some of these objects, where appropriate, may also be used as platforms for Castles and Catapults.



Writing Desk



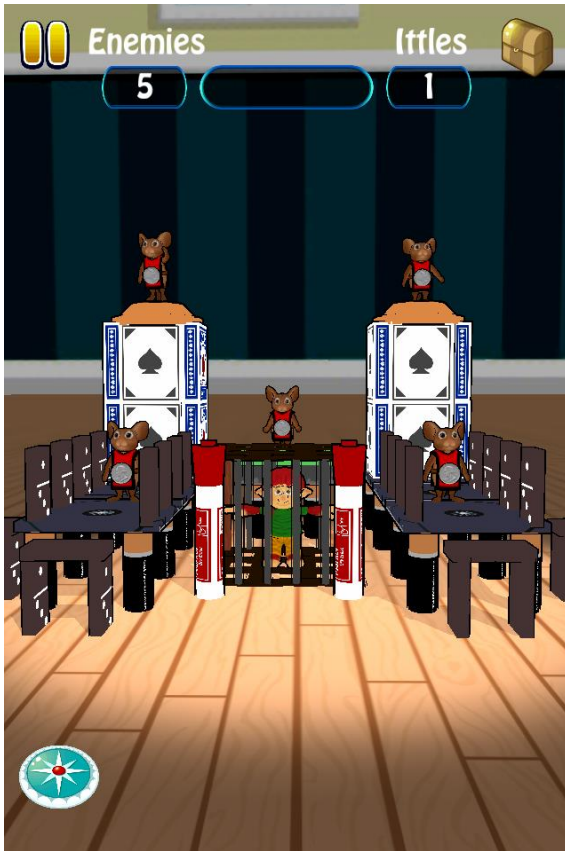
Plant 1



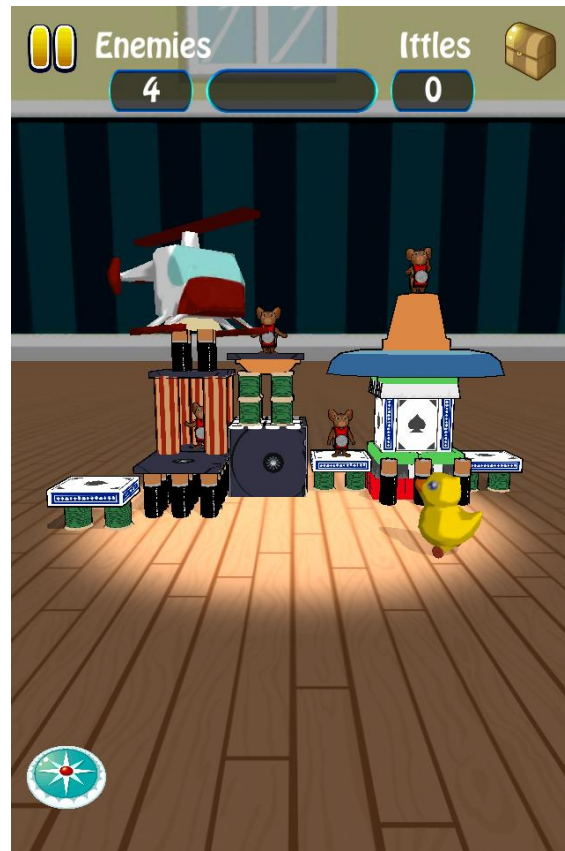
Plant 2

Example Castles

(Please note that these are early, pre-Alpha screen grabs and do not include environmental objects, the Catapult or the proper sky boxes.)



Castle with a Trapped Ittle
(pre-Beta screen grab from Unity)



Castle with Two Attack Items:
Helicopter and Duck.
(pre-Beta screen grab from Unity)

Audio Theme: Music and Sound Effects

Overview

The Sound Effects and Ambient Music will add an immersive element to the world of the Ittles.

Ambient effects will be used in different stages in lieu of constant in-game music. Small music segments will be used for the beginning and end of the cutscenes.

Music Style

Music will have a quirky fantastical feel with a sense of whimsy to match the world and feel of the Ittles in a big world.

The music will be used similarly to *Catapult King* where it is not played constantly during gameplay and is only played to highlight important events or changes.

Music will include a Main Theme and unique music depending on the areas of the house (but not necessarily new music per stage) and on the environment (light vs. dark, etc.).

Most of the in-game ambience will depend on Sound Effects and ambient effects.

Sound Effects

Sound Effects will be a large part of the ambient experience while playing to make the user feel like they are actually firing the catapult in this giant house.

Sound effects will be unique for different objects, power-ups and materials.

The use of 3D space will also be taken into account when making sounds.

Ambient effects include wind, leaves rustling, birds, TV, radio noise and so on.

Gameplay

Smash the Castle will be a turn-based 3D catapult game with two Modes: Single-Player Mode and Online Multiplayer Mode.

The Projectiles will either be presented in the order in which they can be used or, if they purchase a Power-up Projectile and choose to use it, that will fill their Projectile Chute.

Players will be able to control:

- The height of the Catapult by tapping-and-dragging Catapult up and down.
- The direction of the Catapult by tapping-and-dragging on the Catapult side to side.
- The power of the Catapult by tapping-and-dragging the Catapult up and down.

Various HUD items shown in the game include:

- Number of Lives remaining (Map only)
- Number of Projectiles remaining (via the Projectile Chute).
- Number of Opponent Soldiers still standing vs. destroyed.
- Number of Allies still in captivity (as necessary).
- Attack and Defense Items (Fly Mode only).
- Score.
- Percent damage (Key Quests only).
- Time remaining for Turn (for Multiplayer Mode and possible Timed Mode).
- Wind indicator (outdoor Stages only).
- Offline Mode icon (offline only)
- Stars (Post-Game Window only).

Modes

Players can choose from two different Modes of play:

- **Single-Player Mode** (a.k.a. Campaign Mode or Story Mode)
- **Multi-Player Mode** (a.k.a. Online Synchronous Multi-Player Mode)

Single-Player Mode

In the Single-Player Mode of Smash the Castle, players will traverse through a Map by completing Levels and unlocking gated Stages.

Players will be encouraged to be online to play the Single-Player Mode although there will be the ability to play offline. Some elements of the game may not be available offline ([see below](#)).

Each Level will include:

- **A Castle** – Castles are constructed from household objects that can be toppled using various Projectiles. These do not need to be one structure but can be a series of structures.
 - Castles are pre-built and remain the same for each Single-Player Level.
- **Soldiers** – Soldiers “defend” the Castle and must be defeated (knocked over).
 - Mouse Clan Soldiers defend indoor Castles.
 - Sugar Glider Soldiers defend outdoor Castles.
- **Prisoners/Trapped Allies** – These are Ittles that must be freed from small cages. They are “saved” by any impact (Projectile, falling debris, explosion, etc.) that breaks open their cage. They are then “free.”
 - Note that these will appear in select Levels.
- **Catapult and Projectiles** – The Catapult remains the same throughout the game but the Projectiles used in each Level may be unique in terms of the type and order.
 - The Type and order of the Projectiles are pre-determined (note that Players may affect the type and/or order of the Projectiles when they use a Power-Up).

Each Level is completed (a.k.a.) won when the Player meets the Level Objective. Stars are awarded to the Player as determined by that Level’s criteria.

Life System

Lives are used to play the Game. Players begin the game with a full inventory of 5 Lives.

A single Life is lost - or considered consumed, i.e., removed from the reservoir of available Lives – when a Player Fails meet the Level Objective. This happens when:

- All available Projectiles have been used and;
- All Soldiers have not been defeated or;
- All Teammates have not been rescued (set free).

Players have a reservoir with a maximum limit of 5 Lives at the beginning of the Game. Lives replenishes at the rate of one (1) Life each 30 minutes until the max Life limit is reached. The Replenishment Timer begins as soon as a single Life is lost.

Players may claim a Life (or Lives) that have been gifted to them in any amount but the Life reservoir will not pass the Player's available max limit (5).

For example, a Player has a cap of 5 max Lives. They have 3 Lives available to Play (they consumed 2) and want to claim Lives that have been gifted by Friends. They select and claim three Lives at one time. When the three Lives are redeemed, the Life counter goes up to 5 (not 6). They essentially lost one (1) Life.

Also, a Player has a max cap of 5 Lives and 3 are available to Play. They claim one (1) Life from Friends and leave 5 Gifted Lives unclaimed. Their Life count increases to 4 (+1 claimed Life) and their Gifted, unclaimed Lives count is now 4 (-1 claimed Life).

Players also earn a Life by winning a Match in Multi-Player Mode (one Life is earned for each Multi-Player Match won, conforming to the max Life limit).

Technical Note: The Life will be deducted when a Level is started. The Life will be replenished if a Player either completes the Level (i.e. meets the Level Objective). Note that, If a Player quits the Level, a Life is not replenished.

Level Progression

The Single-Player Mode of the game will be based on Stages with each Stage being a part of the larger Story.

Each Stage will consist of 20 Levels and the final Level of each Stage will be a Boss-type situation.

Five Stages (100 Levels) will be playable at game's launch. (The game will be updated with one or two new Stages per update).

There will be a Gate or Door that precedes each Stage. Except for the first Gate, each will be locked and requires three (3) Keys to unlock it. Players can either purchase the Keys (as in IAP) or acquire Keys for free as Gifted by Friends.

Item Introductions (also Action Introductions)

New Projectiles, Power-Ups, Defensive Items and Attack Items will be introduced (and unlocked for use) throughout the game as indicate in the Level Progression Chart, below.

Tutorial Blurb

As each item is introduced, the Player will be shows a Tutorial Blurb (which can then also be re-viewed in the Tutorial section). This Tutorial Blurb will include:

- A small graphic icon of the item or event.
- A brief text name of the item or event.
- A short text description of the item or event.

The Player will then be forced to use the Item being described. For example, if an Attack or Defense Item is shown, they will tap to close the Tutorial Blurb and immediately enter Fly Mode where they will need to place that Item. If a Projectile is introduced, it will be the first Projectile the Player uses.

As soon as an Item is introduced in the Single-Player Mode, it becomes available to the Player in Multi-Player Mode. Note that Defense Items, although not utilized in the Single-Player game, are unlocked in the Single-Player Mode for use in the Multi-Player Mode. This will be noted in the Tutorial Blurb.

Level Progression Chart

Please note that the game's level progression is being actively designed by the Level Designer and will be amended throughout the development process.

LEVEL	STAGE	MOUSE WEAK	MOUSE STRONG	GLIDER WEAK	GLIDER STRONG	ITTLES	PROJECTILES COUNT	PROJECTILES ORDER	ITEM INTRODUCED/UNLOCKED	OTHER
1	STAGE 1: Family Room								Projectile - Marble	
2										
3										
4										
5									Projectile - Steel Ball	
6										
7									Power-Up - Bag of Marbles	
8										
9										
10									Projectile - Marshmallow	Multi-Player Mode is Unlocked (after completing this Level).
11										Difficulty begins to ramp up.
12									Attack Item - Itching Powder	
13										
14										
15									Projectile - Grenade	
16										
17									Power-Up - Precision Shot	
18										
19										
20									Projectile - Rubber Chicken	Boss Battle - Mouse Queen (1 of 3)

LEVEL	STAGE	MOUSE WEAK	MOUSE STRONG	GLIDER WEAK	GLIDER STRONG	ITTLES	PROJECTILES COUNT	PROJECTILES ORDER	ITEM INTRODUCED/UNLOCKED	OTHER
21	STAGE 2: Bedroom									
22										
23										
24										
25									Projectile - Paratroopers	
26										
27										
28										
29										
30									Attack Item - TNT	
31										
32										
33										
34										
35									Attack Item - Duck	
36										
37										
38										
39										
40									Attack Item - Stompy Feet	Boss Battle - Mouse Queen (2 of 3)

LEVEL	STAGE	MOUSE WEAK	MOUSE STRONG	GLIDER WEAK	GLIDER STRONG	ITTLES	PROJECTILES COUNT	PROJECTILES ORDER	ITEM INTRODUCED/UNLOCKED	OTHER	
41	STAGE 3: Kitchen										
42											
43											
44											
45											Attack Item - Hovercraft
46											
47											
48											
49											
50											Attack Item - Helicopter
51											
52											
53											
54											
55											
56											
57											
58											
59											
60									Boss Battle - Mouse Queen (Final)		

LEVEL	STAGE	MOUSE WEAK	MOUSE STRONG	GLIDER WEAK	GLIDER STRONG	ITTLES	PROJECTILES COUNT	PROJECTILES ORDER	ITEM INTRODUCED/UNLOCKED	OTHER
61	STAGE 4: Sandbox									
62										
63										
64										
65										
66										
67										
68										
69										
70										
71										
72										
73										
74										
75										
76										
77										
78										
79										
80										Boss Battle - Glider King (1 of 3)

LEVEL	STAGE	MOUSE WEAK	MOUSE STRONG	GLIDER WEAK	GLIDER STRONG	ITTLES	PROJECTILES COUNT	PROJECTILES ORDER	ITEM INTRODUCED/UNLOCKED	OTHER
81	STAGE 5: Tree House									
82										
83										
84										
85										
86										
87										
88										
89										
90										
91										
92										
93										
94										
95										
96										
97										
98										
99										
100										Save the Princess. Boss Battle - Glider King (2 of 3)

Level/World Map

In the Single-Player Mode, a Player's progress is demonstrated via a Level (or World) Map. The World Map will be divided into geographic areas, with each area being a Stage (a Stage consists of 20 Levels). Each Stage will represent a unique environment: Inside will be room in the house and outside will be a part of the yard.

The initial release of the game will include 5 Stages with 20 Levels per Stage (i.o.w. 100 Levels).

The map will be expandable to allow for additional Levels.

The Level Map shows a Player's:

- **Current Level** – The Player's Facebook icon is displayed next to the Level they are current on.
- **Previous Levels** – Each completed Level is shown with earned Stars.
- **Upcoming Levels and Stages** – These are sections of the game that have not yet been played.
 - Upcoming Levels in the current Stage are visually shown but are differentiated from Completed Levels (and do not include Stars).
 - Future Levels in locked Stages are visually hidden or obscured. (Each entire incomplete Stage will be visually obscured).
- **Friends' Current Levels**
 - This will be indicated using a miniature version of each Friend's Facebook icon.

The Map will also show the Stage Gate which needs to be unlocked before the Levels for that Stage can be played.

Players will also be able to either exit the Map to return to the Main Menu (or use a button to get to Multi-Player Mode).

Stage Doors (a.k.a. Stage Gates)

Each Stage will consist of 20 Levels and a Locked Door (also referred to a "Gate") after the 20th Level. A Player cannot progress to a Stage and play any of that Stage's Levels unless the Door has been unlocked.

Note: The game does not begin with a Door. All Doors are locked so that Players will need to acquire Keys to all Doors.

A Stage Door can be unlocked three ways:

- Purchasing a Master Key (for that Door) as an IAP.
- Receiving three (3) Keys from Friends (for that Door).
- Earning Keys via [Key Quests](#) (offline Single-Player Mode only).

Offline Single-Player Mode

While the Player will be encouraged to play the game online, it will be possible to progress through the Levels and play offline (that is, without an Internet connection).

When offline, Players will earn Keys through Key Quests.

Note that, if there is an Internet connection and the Player is not logged into Facebook, the Player can still buy IAPs and purchase Keys as an IGP. (This assumes the Player has logged into Mobage at least once, i.e. the initial time playing the game.) They simply cannot send or receive Keys as Gifts.

Key Quest System

When offline, most of the game can be played as normal but Players will be unable to request Keys from Friends. They will need to be able to earn Keys to unlock Doors and progress through the Map (or purchase Keys as an IGP).

To accomplish this, the game will display a Key Quest option for each Key. This will be added to the Key screen which can be accessed when clicking on a locked Door.

Players will still be shown the “Request a Key” option but, when pressed, it alerts the Player that they are offline and need to be connected to the Internet to request Keys from Friends.

Note that, if a Player has enough Gems, they can press “Buy a Master Key” and purchase the Master Key. If they do not have enough Gems, they will be alerted that they need to connect to the internet to buy more Gems (i.e. to make an IAP).

- Each Key Quest is a Level selected from the previous Stage (20 Levels).
- The Level must be replayed and beaten with new, more difficult criteria.
 - The usual criteria – defeat the soldiers and save the Ittles – must be met along with additional criteria.
 - This additional criterion will be based on either:
 - The percentage of damage caused to the Castle (e.g. the Player must not cause 90% destruction or damage to the Castle) or;
 - A set time limit (e.g. the Player must complete the usual criteria in less than 30 seconds).
- Only one Key Quest can be completed each day.
 - A countdown clock will be shown counting down the time before the Player can attempt to earn the next un-obtained Key.
- Failed attempts consume Lives as normal.
- If one or two Keys have already been received from a Friend, then those Keys need not be earned via a Key Quest.
 - Example: If a person has received one Key from Friends while online, then plays offline, they will need to complete two Key Quests to earn the third Key and unlock the Door.
 - Example: If a person has received two Keys from Friends while online, then plays offline, they will need to complete only one Key Quest to earn the third Key and unlock the Door.

User Interface Changes for Offline Single-Player Mode

In addition, the following UI and options will change for the Offline single-Player Mode (as compared to the online Single-Player Mode):

- The Player cannot log in using Facebook (or Mobage after an initial login).
- An Offline Icon will be added to all UI (per Mobage guidelines).
- The Multiplayer button on the Main Menu will likely be greyed out. In any case, pressing the Multiplayer button will activate an alert:
 - “You must be online to play the Multiplayer game. Please check your internet connection and try again.”
- Pressing any IAP, Key request or Life request, the Player will be prompted to connect to the Internet.
 - “You are currently offline and are unable to purchase this item. Please check your internet connection and try again.”
 - “You are currently offline and are unable to request this item. Please check your internet connection and try again.”
- Other online features – such as the placement of Friends on the map and Friends’ high scores - will be unavailable.
 - Where appropriate, a text notice will be posted to alert the Player that they are offline and will need to connect to the internet.
- Gems cannot be replenished except as an IAP. If a Player tries to use an Item and does not have enough Gems, they will be alerted that they need to be online to purchase more Gems.
 - “You are currently offline and are unable to purchase Gems. Please check your internet connection and try again.”

Multi-Player Mode

In the Multi-Player Mode, two (2) players will be matched and compete against each other using the same Castle structure and take turns to place Items, select Power-Ups and hurl Projectiles.

Multi-Player Mode requires an internet connection to be played. If none is available, either the Multi-Player will be greyed out or, when selected, Players will be prompted to connect to the internet to play this mode.

Unlocking Multi-Player Mode

The Multi-Player Mode will be unavailable (“Locked”) at the initial installation of the game. It will be represented by a button on the Main Screen with a Lock icon and, when a person taps it, will see an alert Popup that reads:

“Beat Level 10 to Unlock Multi-Player Mode!”

The Multi-Player Mode will be available (“Unlocked”) only after a Player has completed Level 10 in the Single-Player Mode. This is to make certain a decent variety - at least ten Castles - is available to all Players in Multi-Player Mode and to eliminate the need for a Tutorial in Multi-Player Mode.

Player Matching

Players can either:

- Be matched using Game Center's (iOS) or Google Player Game Services' (Android) Matching function; or
 - If we can set criteria, Players may be matched based on the number of Levels they have available. Otherwise, it will be completely random.
- Challenge and Play against a specific Friend.

Players will also be able to re-play a Match against the same person.

Matches - Multi-Player Gameplay

For each Multi-Player Match, Players will either be automatically matched with an online opponent or play against a specific Friend.

Each Match will include:

- **Two Castles** – Each Player will have a Castle to “defend” and will try to topple their opponent's Castle.
 - Castles will be pre-built.
 - Both Players will have identical Castles.
 - Castles will be limited to those that have been unlocked (10 for all Players, 50 for those who purchase the additional Levels).
 - Castles will be based on select Castles from the Single-Player Mode.
- **Soldiers** – Soldiers “defend” the Castle and must be defeated (knocked over). These are pre-placed as determined by the Castle being used from the Single-Player Mode. Both sides see the same Soldiers.
 - Mouse Clan Soldiers (Weak and Strong) defend indoor Castles.
 - Sugar Glider Soldiers (Weak and Strong) defend outdoor Castles.
- **Prisoners / Trapped Allies** – These are Ittles who must be freed from small cages. They are “saved” by any impact breaking their cage. These are pre-placed as determined by the Castle being used from the Single-Player Mode.
- **Catapult and Projectiles** – The Catapult remains the same throughout the game but the Projectiles used in each Level may be unique in terms of the type and order.
 - The Type and order of the Projectiles are pre-determined.
 - See the types of Projectiles in the [Projectiles](#) section of this document.
 - The Projectiles given to Players in the Multi-Player Mode will be randomly generated for each Match, yet each Player will receive the same Projectiles in the same order.
 - Projectiles may also include randomly assigned Power-Ups.

Before a Match begins, both Players play the [Rock-Paper-Scissors minigame](#) (see below) to determine play order.

During the live Match, Players will be able to hurl Projectiles at their Opponent's Castle, place Attack Items near an opponent's Castle and Defense Items near their own Castle. Placed Attack items can be activated (a.k.a triggered) by hitting it with a Projectile, unless otherwise noted. Players do not select Power-Ups in the Multi-Player Mode.

Players will take Turns and a Match ends when a Player has been defeated (as outlined below).

Multi-Player Item Selection

Please see the [Item Select Menu](#) section of this document for an explanation of how Attack and Defense Items are selected during a Multi-Player Match.

- Players can see the Castle while they are selecting Items but they cannot see what their opponent is selecting.
- If they try to select an Item that is not yet unlocked, they will be instructed as to how they can unlock the Item:
 - Either completing a specific Level in the Single-Player mode; or
 - Purchase an IGP bundle that includes that Item.
 - The Player will not be able to make IAPs during an active Multi-Player Match.

Players can also select and use Power-Ups from the Pause Menu.

Multi-Player Consumption

- The Coin and Gem inventory remains the same at all times (i.e. between Single-Player and Multi-Player Modes).
- In the case of forfeiture or a lost connection, Coins and Gems that have been consumed in the Match are still considered spent.

Wins and Losses

Win

A Player Wins a Multi-Player Match in any of the following situations:

- All Opponent Soldiers have been toppled and all Allies have been rescued first.
- An Opponent Concedes defeat.
- An Opponent Quits the App or is disconnected from the Internet (based on the criteria in the “Internet Disconnect & Force Quit” section below).

Win Reward

The winner of each Multi-Player Match receives Points and Coins based (on the charts provided in this document). They also receive one (1) Life for Single-Player Mode.

Loss

A Player Loses a Multi-Player Match in any of the following situations:

- All of the Player’s Soldiers have been toppled and all of an Opponent’s Allies have been rescued first.
- A Player Concedes defeat.
- A Player Quits the App or is disconnected from the Internet (based on the criteria in the “Internet Disconnect & Force Quit” section below).

Wins and Losses will be recorded for each Multi-Player Level and for all Multi-Player Matches and reflected on the Leaderboard (and the Player’s Stats screen).

Points are outlined in the [Point System](#) section of this document.

Forfeiture - Loss by Concession

Either Player in a Multi-Player Match may forfeit the game and concede a Loss at any time. This is done by pressing the “Give Up” Button. The “Give Up” button is available in the Settings (Pause) screen so that it cannot be accidentally pressed during a Match. Forfeiting will include a confirmation screen as well to prevent accidental forfeiture.

Internet Disconnect (and Force Quit)

We cannot precisely determine whether a Player has been prematurely disconnected by their service provider, lost internet access or pressing the Home button on the device.

If a Player becomes disconnected from the Game, there will be an automatic attempt to reconnect and resume the game (will last for 15 seconds). As soon as a disconnection is detected, the Turn Clock will be paused. The Time Clock will resume - after a three-second countdown prompt – when the connection is re-established.

If a connection cannot be re-established between the two Players, the Match will end. The Winner will be determined by the origin of the disconnection:

- If the Winning Player (as determined by Points) causes the disconnection, then the Match is an unrecorded Draw (no winner).
- If the Losing Player (as determined by Points) causes the disconnection and there is more than a 25% difference in points, the Winning Player Wins.
- If the Losing Player (as determined by Points) causes the disconnection and there is less than a 25% difference in points, it is an unrecorded Draw (no winner).

Taking Turns

A Player’s Turn is defined as any significant Play Action that is completed within the Game. After a Player’s Turn is completed (assuming the Opponent has not been defeated), the next Player will take their Turn.

Turn Order

The order in which Turns will take place will be determined by a quick, single-round mini-game, “Rock-Paper-Scissors.” The winner of the mini-game will go first.

Rock-Paper-Scissors Mini-Game

Players will be presented with a screen showing three icons: A small rock, a sticky note (“paper”) and kid’s scissors. Players will be instructed to tap one of the three icons to determine who will go first. Each Player has 10 seconds to pick or they forfeit (lose).

When they both pick a different icon, a winner will be determined by the following criteria:



- Rock beats Scissors
- Paper beats Rock
- Scissors beats Paper

If both Players select the same icon or both fail to pick an icon, it is a Draw and they will both again be prompted to pick an icon.

The object they pressed will be shown as the emblem on a flag on each Player's Castle during that Match

Opponent's Turn View

While the Player's Opponent is taking their turn, the Player will see:

- An alert that the Opponent is taking their turn.
- Their basic HUD.
 - This is so the Player will have the basic HUD on their screen so they will know the status of their Castle.
 - The Player will also be able to use the Pause Menu to Forfeit the Match at any time.
- The action taking place within the game (i.e. a view of their own castle as items are placed and/or projectiles are hurled).

Turn End

A single Turn ends when any one of the following actions has been completed:

- A Projectile is launched (and lands).
 - This includes a Projectile with a Power-Up. Simply selecting a Power-Up does not consume a Turn.
- A Defensive Item is placed.
- An Attack Item is placed.
- Time is exhausted on the Turn Clock (which assume no other action has been performed).

Turn Clock

Each Turn in a Multi-Player Mode Match will include a Turn Clock (30 seconds), in other words, a time limit. This is to add an element of urgency and limit the length of time a Match is active.

The Turn Clock will begin counting down as soon as a Player's turn begins. A Player must complete their Turn within 30 seconds or their Turn will be forfeit. (They will retain all unused Projectiles and Attack/Defense Items).

If two Match Rounds (120 seconds) go by without either player forfeiting or actively playing, the Match ends as a Draw.

Teetering Objects, Soldiers and Ittles

Castle segments and Soldiers may unexpectedly teeter for a while with or without toppling over. The Camera will stay focused on the Castle as long as the Teetering occurs but, after 5 seconds, the Turn will automatically end and it will become the next Player's Turn.

If a final Soldier (or Castle object that frees an Ittle) falls during the second Player's turn, the win state will be held until the original Player's turn, assuming the second Player does not win in that Turn.

Clarity Scenario 1

- Player 1 Shoots a Projectile and it causes a lot of damage. All the Ittles have been saved and the final Soldier is wobbling but will not Topple.
- Time expires and it is Player 2's Turn.
- Player 2 shoots a Projectile. During Player's 2's Turn, the wobbling Soldier on the other Castle falls and is defeated.
- Player 2 did not knock down the last Soldier or free the final Ittle.
- Player 1's turn begins.
- Player 1 wins the Match.

Clarity Scenario 2

- Player 1 Shoots a Projectile and it causes a lot of damage. The final Soldier is wobbling but will not topple.
- Time expires and it is Player 2's Turn.
- The final Soldier falls.
- Player 2 shoots a Projectile and completes the Level Objective.
- Player 2 wins the Match.

Clarity Scenario 3

- Player 1 Shoots a Projectile and it causes a lot of damage. A Castle object is teetering but will not Topple.
- Time expires and it is Player 2's Turn.
- The Castle Object falls and frees an Ittle during Player 2's turn.
- Player 2 takes their turn and completes the Level Objective.
- Player 2 wins the Match.

Life System

There is not a Life System in Multi-Player Mode since gameplay is conducted using Turns.

Point System

Points will be awarded for each of the following:

- **Toppled Weak Soldiers** – 200 Points are awarded for each Toppled Weak Soldier with 200 Bonus Points awarded for each consecutive Weak Soldier Toppled during a single Turn. For example:
 - 1 Toppled Weak Soldier = 200 Points
 - 2 Toppled Weak Soldiers = (400 Points + 200 Bonus Points) = 600 Points
 - 3 Toppled Weak Soldiers = (600 Points + 400 Bonus Points) = 1000 Points
 - 4 Toppled Weak Soldiers = (800 Points + 600 Bonus Points) = 1400 Points
 - 5 Toppled Weak Soldiers = (1000 Points + 800 Bonus Points) = 1800 Points
- **Toppled Strong Soldiers** – 300 Points are awarded for each Toppled Weak Soldier with 300 Bonus Points awarded for each consecutive Strong Soldier Toppled during a single Turn. For example:
 - 1 Toppled Weak Soldier = 300 Points
 - 2 Toppled Weak Soldiers = (600 Points + 300 Bonus Points) = 900 Points
 - 3 Toppled Weak Soldiers = (900 Points + 600 Bonus Points) = 1500 Points
 - 4 Toppled Weak Soldiers = (1200 Points + 900 Bonus Points) = 2100 Points
 - 5 Toppled Weak Soldiers = (1500 Points + 1200 Bonus Points) = 2700 Points
- **Freed Teammates** – 200 Points are awarded for each freed Teammate with 200 Bonus Points awarded for each consecutive Freed Teammate during a single Turn. For example:
 - 1 Freed Teammate = 200 Points
 - 2 Freed Teammates = (400 Points + 200 Bonus Points) = 600 Points
 - 3 Freed Teammates = (600 Points + 400 Bonus Points) = 1000 Points
 - 4 Freed Teammates = (800 Points + 600 Bonus Points) = 1400 Points
 - 5 Freed Teammates = (1000 Points + 800 Bonus Points) = 1800 Points
- **Castle Damage** - Points are awarded for each part of the Castle that is destroyed. Each piece has a set Point value with a multiplier assessed for consecutive pieces destroyed per Projectile.
 - Points are determined by the formula: **[Mass Value X 100]**
 - Bonus Points can be awarded for consecutive objects destroyed in one turn.
For example:
 - 25% Objects = 1.25x Castle Damage Points
 - 50% objects = 1.50x Castle Damage Points
 - 75% objects = 1.75x Castle Damage Points
 - 90% or more objects = 2x Castle Damage Points

Rematch Request

At the end of a Match, Players will be prompted to choose one of the following options:

- **Rematch** - Ask to play a Match with the same Opponent.
 - If both Players press “Rematch,” a new Match with the same two Players immediately begins.
 - If only one Player presses “Rematch” before the other Player presses a button, the Opponent is prompted to decide whether or not they accept the Rematch.
 - **Accept** - A new Match with the same two Players immediately begins.
 - **Deny** - The requesting Player will be told that this Player is no longer available for a Rematch.

- If the Opponent has been disconnected, the Player will be alerted that this Player is no longer available for a Rematch.
 - “Rematch” may be unavailable or greyed out.
 - If the Opponent has started a New Game, the Player will be alerted that this Player is no longer available for a Rematch.
 - “Rematch” may be unavailable or greyed out.
- **New Match** – Be randomly matched with a new Opponent for a new Match.
 - If the Opponent has pressed presses Rematch, a Rematch request is automatically rejected.
- **Upgrade or Refill** – Players are given the opportunity to purchase more Coins (IGP), Gems (IAP) or Levels (IAPs).
- **Quit** – Quit the Multi-Player Mode and return to the Main Menu –OR- Immediately return to the Single-Player Mode.

Game Arena

Stages will all be set on common environments (“Terrains”) with the Castles positioned throughout the areas depending on the Player’s current Stage. There will be one unique environment per Stage (and each Stage consists of 20 Levels).

This will help to limit the number of 3D environments yet offer some variety.

The two main Terrains and their relative Stage areas will be:

- **In the House** (a.k.a. Indoors or Inside)
 - **Room 1** – Family Room (Stage 1, Levels 1-20)
 - **Room 2** – Bedroom (Stage 2, Levels 21-40).
 - **Room 3** – Kitchen (Stage 3, Levels 41-60)
- **In the Yard** (a.k.a. Outdoors or Outside)
 - **Area 1** – Back Yard (Stage 4, Levels 61-80)
 - **Area 2** – Tree House (Stage 5, Levels 81-100)

Castles will be created and placed within each area using Unity.

For the Multi-Player Mode, all the Castles will be created and placed by the Level Designer within the Terrain for that Level. Both Players will experience the same Castle on the same Level.

Castles will be pre-placed on the Map and randomly assigned to each person. The order of play – who will go first – will be determined by a Rock-Paper-Scissors style minigame.

Ambient environmental effects may be included throughout the game that change the visual style of the Levels but do not affect actual game play, especially time-of-day lighting (day and dusk)

Castles/Fortresses

Castle Construction

Castles will be pre-constructed (by a Level Designer) using objects that resemble everyday household objects and toys.

These may include items such as:

- Typical Desk items (pencils, erasers, ruler, calculator, etc.)
- Small Toys (Dominoes, dice, etc.)
- Thimbles
- Spool of thread.

Castles will be predetermined – built by indiePub - throughout the game.

For the Single-Player Mode, the Castles will remain the same for all Players, i.e., everyone will see the same Castle on the same Level.

For the Multi-Player Mode, Castles will be pre-built and either randomly assigned to both Players or determined by the Host Player from a menu of available Castles. In either case, both Players will be given identical Castles.

Attack Items (a.k.a. Offense Items)

Attack Items (a.k.a. Offense Items) are items that can be strategically placed by a Player around an Opponent's Castle so that the Player can hit it with a Projectile to cause additional damage. In other words, they provide a more powerful attack.

Attack Items can only be activated by the Player's Projectile or nearby Attack Items. Neither an Opponent's Projectile nor their Castle's debris can activate an Attack Item around their Castle. Likewise, a Player cannot accidentally activate an Opponent's Attack Item near his/her Castle.

Attack Items can be "chained" so that, if they are in an appropriate proximity, the blast and/or damage radius can activate another Attack Item.

Each Attack Item will have an area it occupies so that more than one Attack Item cannot be placed in the same area.

Attack Items can be used in both Single-Player and Multi-Player modes. Placing any one of these items constitutes a Player's Turn in Multi-Player Mode.

The Attack Items include:



- **TNT** – This causes an explosion that disrupts items within a radius.



- **Windup Duck Toy** (“Boar” equivalent) – When hit by a Projectile, the Duck Attack Item charges. The Player will be able to set the “Boar’s” standing position and charge direction.



- **Toy Helicopter** (“Dragon” equivalent) – This is a massive damage item that hovers or flies above an Opponent’s Castle. When hit by a Projectile, it causes complete – if not, near complete – destruction to a Castle. This will follow a predetermined, corkscrew path, with the helicopter starting in the center of the path.



- **Itching/Tickle Powder (Soldier-Only Effect)** – This causes nearby Soldiers to itch and be destroyed.
 - This bursts on impact and spreads to take out the closest Soldiers.



- **Stompy Feet Wind-up Toy (Earthquake Projectile)** – This shakes the ground based on a radius from where it is detonated (with a Tap).



- **Remote Control Hovercraft (Guided Projectile)** – When activated, the projectile moves slowly for a limited time. The Player can control its movement.
 - Dragging a finger across the screen steers the hovercraft toward the direction of the swipe (e.g. swiping left to right causes the Hovercraft to veer right).

Defense Items

Defense Items (a.k.a. Defensive Items) are items that can be strategically placed around a Player’s Castle. These are items at rest until they are activated by an Opponent’s Projectile unless otherwise noted (e.g. “activates when placed”).

These are only available in the Multi-Player Mode. Placing any one of these items constitutes a Player’s Turn.

Defensive Items include:



- **Metal/Strong Box** – This is an item that is extremely difficult to topple or destroy.
 - Takes an extra hit from standard Projectiles. Requires two (2) additional hits to destroy (three total Hits).



- **Ice Box** – When hit by a Projectile, it causes the Opponent’s Projectile to freeze and shatter, minimizing potential damage from a Projectile’s roll.
 - This lasts for two hits: The first hit cracks it and the second hit destroys it.



- **Shrink Ray Gun** – This zaps an Opponent’s Projectile, shrinking it in volume and effectiveness. It is a limited-time use item.
 - This responds to the next two (2) Projectiles and then disappears.

- **Smoke Screen (Smoke Bomb)** – This obscures the Opponent’s view of the Castle at all angles/views for two rounds of Matches. It does have any physical effect on Projectiles or Attack Items. (Note that Precision Shot power-up cannot see through the Smoke Screen).

- This activates when placed and lasts for two (2) rounds.
 - Placing the Smoke Bomb uses one Turn.
 - The smoke effect should begin with the Opponent's next immediate turn.
- The Smoke Screen creates a thick covering that completely obscures the view for one round.
- The Smoke Screen dissipates a bit for the second round, partially obscuring the view (some of the Castle can be viewed, but not all).
- The Smoke Screen is completely gone for the third round.
- **Protective Shield (Kid's Umbrella)** – This creates a temporary shield above a Castle, primarily to prevent aerial attacks.
 - The Shield should be active for the Opponent's next immediate turn.
 - The Shield lasts for three (3) rounds or until hit by a Projectile or Attack Item, whichever comes first.
 - If directly hit by any attack item or Projectile, it absorbs all damage (i.e. no damage is done to the Castle) and disappears.

User Interface

Overview

The User Interface (“UI”) should be simple and as incorporated as seamlessly as possible with the actual design of the game.

The Catapult is actually more like an advance slingshot, with the Player touching-and-dragging the section that holds the Projectile (visualized as a bottle cap) back versus using the catapult arm to hurl a Projectile. Since there is a slingshot mechanism, the Catapult has two arms that hold the slingshot mechanism.

The following controls will be used to fling a Projectile using the Catapult:

- **Catapult Direction (a.k.a. Yaw)** – Touch-and-Drag the Catapult left and right.
 - The Player can also Touch-and-Drag a Projectile loaded in the Catapult to further change yaw.
- **Catapult Arm Height (a.k.a. Pitch)** – Touch-and-Drag the Catapult Arm up and down.
- **Projectile Velocity** – Touch-and-Drag the Catapult Arm “down” so that the further the Catapult is pulled down, the more force is used to fling the Projectile.
 - A Player simply removes their finger from the screen to launch the loaded Projectile.
 - Dragging the Catapult Arm back to the “Start” position allows the Player to safely lift their finger without launching the Projectile (so they can reposition the Catapult and use other UI elements).

Defensive and Attack Objects will be placed on the Map (in Multi-Player Mode) using Drag-and-Drop touch controls as well.

Power-Ups, Attack Items and Defense Items are integrated as secondary, touch-based sub-menus as outlined below.

Menus are easily navigated by touching the desired functions.

Main Menu

- **Play** – Launches the Single-Player Mode.
- **Multiplayer** – Launches the Multi-Player Mode.
 - **Quickplay** – Player is quickly matched with a single opponent (via Game Center).
 - **Friend Match** – Player is able to play against a known Friend who is (currently) online.
- **Pause/Settings** – Where Players can Log Out of Mobage and/or Facebook, change audio settings, replay Tutorial segments (if any), etc.

Map Menu

The Map Menu will be shown between Levels and include:

- **Lives** - Number of Lives remaining (with possible countdown clock for next Life);
- **Notifications.**
- **Stars** – The number of Stars achieved per Level (on each Level node).
- **Settings** – Where Players can Log Out of Mobage and/or Facebook, change audio settings, replay Tutorial segments, etc.
 - **Reset Game Progress**
 - Single-Player Mode only
 - **Reset Purchases**
 - Single-Player Mode only
 - **Notifications** (from Mobage)
 - Both Modes
 - **Log Out of Mobage** button (w/confirmation mini popover)
 - Both Modes
 - **Log Out of Facebook** button (w/confirmation mini popover)
 - Both Modes
 - **Tutorial** – Calls up a simple scrollable window with all the unlocked and available Tutorial Blurbs.
 - Both Modes.
- **Mode Swap/Exit** – Allows Players to quickly select the Multi-Player Mode (opens the Multi-Player Mode Select window).

Gameplay HUD

While playing a Game, Players will see:

- Catapult.
- Projectile Chute (number of available/used Projectiles).
- Opponent's Castle.
- Standing Soldier Indicator ("X/Y").
- Number of Allies/Teammates still in captivity ("A/B").
- Score.
- Percentage of Castle damage (Key Quests only).
- Time remaining for Turn (Multiplayer Mode only).
- Level Objectives (as a display with checkmarks to indicate current status).
 - This includes the number of Ittles saved/unsaved and Soldiers defeated/undefeated, as appropriate.

Power-Up Selection & Item Selection

Players will be able to use Power-ups and various Attack and Defense Items during a game. All three are selected during a Level or Match depending on the Mode (Single-Player or Multi-Player).

These menus will include all available Power-ups (via [Pause Menu](#)), Attack Items and Defense Items ([Item Select Menu](#)) that can be played in that Level.

- **Single-Player Mode** – Players can only choose Power-Ups (via [Pause Menu](#)) and Attack Items ([Item Select Menu](#)).
- **Multi-Player Mode** – Players can choose Power-Ups (via [Pause Menu](#)), Attack Items ([Item Select Menu](#)) and Defense Items ([Item Select Menu](#)).

Post-Level Popup (Single-Player Mode)

After a Level has been completed, a Player will see the Post-Level Popup. It will include:

- Level Objective Status (pass/fail)
- Stars earned (1/2/3)
- Points (earned/total)
- Coins (earned/total)
- Gems (total)
- Damage (% , Offline Mode Key Quests only)
- Buttons:
 - Retry (if passed or failed)
 - Play-On (failed only, cost Coins) or Next (passed only).
- Social Media button
 - Post High Score (passed)
 - Request Help (failed)
 - Keys (1 key may be gifted per person per day).
 - Coins (50 coins may be gifted per person per day).

Multi-Player Match Select Screen

This appears after a person has pressed the “Multiplayer” button on the Main Menu. Players can select either a Quickmatch (with random opponent) or a Friend Match (with an established Friend).

This screen will also include a button to purchase Gems, Levels and Items (as IAPs).

Post-Match Popup (Multi-Player Mode)

This popup window appears after a Multi-Player Match has been completed. It includes the victory status (Win/Loss with stats), Coins, opponent’s ID/name, an icon indicating a Life has been earned and “Rematch” and “New Match” buttons.

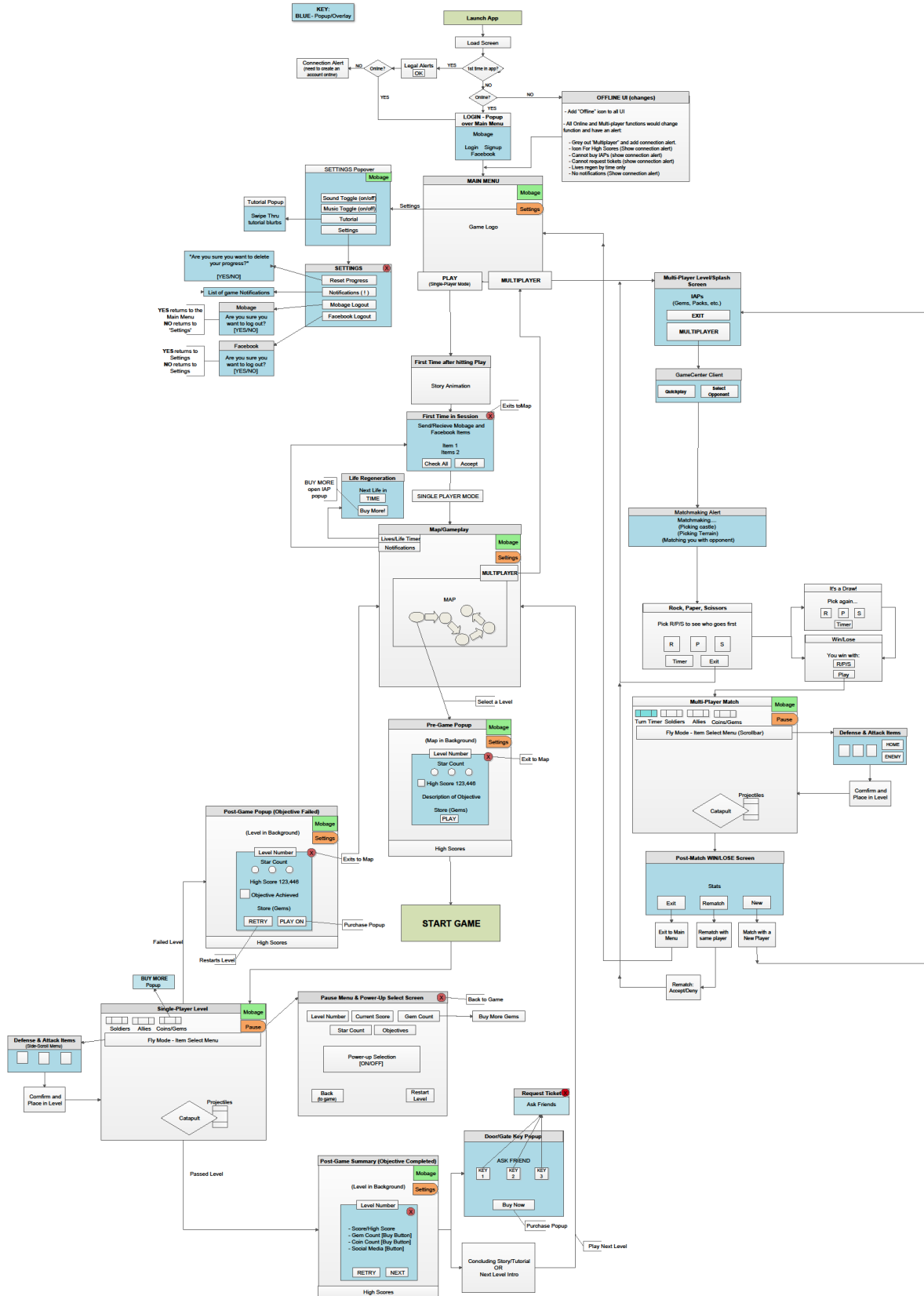
Upon winning a Multi-Player Match, the Player will also receive one additional Life in their Single-Player Mode.

If a Player has been asked to partake in a rematch, the “Rematch” and “New Match” buttons become “Accept” and “Deny” (to accept or reject the request for a rematch).

User Flow (Chart)

The following diagram shows the Player’s experience as they go through the game. It includes menu pages and popup alerts.

NOTE: Please see the additional document titled “Smash_The_Castle_UI_Flow.pdf” to view the full UI Flow Chart. The file name will change to reflect the date it was generated.



Pause Button

The Pause Button will be available during an active game in both Single-Player and Multi-Player modes. It is able to be pressed at all times except when a Popover menu requires action.

Note that, although it looks like a Pause Button and we refer to it as such, the game does not actually pause in either Single-Player or Multi-Player Mode.

When pressed, the Item Pause Menu appears.

Pause Menu

This window appears over the current screen. It varies between the Single-Player Mode and the Multi-Player Mode as noted below:

- **Power-Ups** (available and unavailable). When clicking on an unavailable Power-up, alert the Player that they must unlock the Level (if it has not already been unlocked).
 - Only available in Single-Player Mode.
 - Power-ups also have a small information button – “i” – that, when pressed, calls up the instructional blur for that Power-up. This will be the same blurb that is shown when the Power-up is first unlocked.
 - When a Power-up is selected, the total number of Coins or Gems is deducted from the Player’s inventory and the Item is activated in the game.
 - If the Player does not have enough Coins or Gems to purchase the Power-Up they have selected, they will immediately be alerted they have insufficient funds to purchase the Power-Up and be prompted to buy more Gems.
- **Points, Coins and Gems** the Player has earned so far/available.
- **Map/Forfeit/“Quit”** to quit the Level or Match.
 - The Map Button is only available in Single-Player mode. Pressing this button quits the current Level and returns the Player to the Map screen.
 - Note that the Player loses a Life when this is pressed during an active game.
 - The Forfeit Button is only available in Multi-Player Mode. Pressing this button means the Player is quitting the Match and their Opponent wins the Match.
 - Note that all placed Items are still considered consumed.
- **Help (“?”) Button** – This calls up a screen that shows all the instructional blurbs available in the game.
 - This is available in both Single-Player and Multi-Player mode.

Item Select Menu

The Item Select Menu is available in both the Single-Player and the Multi-Player modes when a player goes into “**Fly Mode**.” That is when the player scrolls through the environment to view a Castle (i.e. the focus is taken away from the Catapult).

In Single-Player Mode, the Item Select Menu will only show Attack Items. In Multi-Player mode, both Attack and Defense Items will be shown.

The Item Select Menu appears as long as the Player is in Fly Mode. And can be selected at all times unless a popover menu necessitates attention.

The Menu will be a sideways scrolling selection box. Tapping an Item creates a ghost image of that Item that can then be placed in the environment. The Player will then confirm or reject the Item being placed.

Each Item has an associated cost (Coins or Gems) which will be visually indicated with each Item. The Player's Coin and Gem count will also be seen here so they know how many Coins and Gems they have to spend. (Note that clicking on the Coins or Gems will open a popup to purchase more Gems or to convert Gems to Coins).

Single-Player Mode

The Item Select Menu will show only Attack Items in Single-Player Mode.

If an Attack Item is available (i.e. unlocked) then pressing it will:

- Immediately activate the Item in the game for placement.
- Remove the appropriate Coin or Gem value from the Player's total Coin inventory.
 - If the Player is out of Gems or Coins, they will be prompted to – and be able to immediately – purchase more Gems or convert Gem to Coins.

If an Attack Item is unavailable (i.e. locked) then pressing it will alert the Player of how the Item can be unlocked (i.e. completing a particular Level of the game based on the [Level Progression Chart](#)).

Item placement must then be confirmed or rejected by the Player:

- **Place** – This button places the active Item in the game.
 - The Coins and/or Gems associated with that Item are deducted from the Player's total as soon as the Place Button is pressed.
- **Cancel** – This button cancels the placement of the current Item.
 - Coins and/or Gems are not deducted.

Multi-Player Mode

The Item Select Menu Button does not pause the game in Multi-Player Mode as a Match cannot be paused. The Turn Timer continues to count down even when the Selection Menu is open.

The Item Select Menu will show the two Attack Items and two Defense Items the Player had selected prior to the Multi-Player Match. The Item can then be placed into the game.

Once placed, that Item will be unavailable for selection later in the Match.

To aid with Item placement, two additional buttons will be used in Multi-Player Mode:

- **Home** – This button changes the Fly Mode view. The Player is shown a pre-determined location looking at their Castle.
- **Enemy** – This button changes the Fly Mode view. The Player is shown a pre-determined location looking at their Opponent's Castle.

Item placement must then be confirmed or rejected by the Player:

- **Place** – This button places the active Item in the game.
 - The Coins and/or Gems associated with that Item are deducted from the Player's total as soon as the Place Button is pressed.
- **Cancel** – This button cancels the placement of the current Item.
 - Coins and/or Gems are not deducted.

Projectiles & Power-Ups

Overview

The Projectiles used in this game are any items that can be thrown or hurled at Opponents using a Catapult. These are all spherical but may not always remain a sphere when activated (depending on the Projectile).

All Projectiles will fly with the same velocity unless otherwise noted.

All Projectiles and Power-Ups are available in both Single-Player and Multi-Player modes. Some will not be available in Multi-Player until unlocked (as an IAP).

Selecting a Power-Up does not constitute a Player's Turn in a Multi-Player match. Hurling a Projectile – be it with a Power-Up or not – does constitute a Turn.

Projectile Presentation and Order

Projectiles are presented in in the Catapult Projectile Chute attached to the Catapult in each Level.

For both the Single-Player Mode and the Multi-Player Mode, the Projectile types and order they can be used are pre-determined (they are set for each Single-Player Level).

Single-Player Mode – Projectiles will be ordered by the game's Level Designer. Each Level will have a unique number and order of Projectiles.

Multi-Player Mode – Projectiles will be randomly selected by the system for each Match based on Projectiles available to both Players. There is not a set number of Projectiles as they will infinitely replenish. Both Players will be given the same Projectiles in the same order.

Projectiles will be shown in-game in a chute that is next to the Catapult (either a cut piece of PVC pipe, a Barbie-style toy slide, rulers glued together or a cardboard tube) and presented in the order in which they will load into the Catapult. (Projectiles closer to the lower-most end are next in order).

Players must use Projectiles only in the order in which they are offered. The exception is the activation of a Power-Up which necessitates new Projectiles (and number of Projectiles) replace the default Projectile or Projectiles.

A Power-Up Projectile will be added to the front of the Projectile queue.

Projectile Types

Each Projectile (and Power-Up Projectile) will be presented as a Sphere. Some Projectiles – as noted below – will activate its special attribute either on impact with an object or when the screen is tapped by the Player (usually noted per Projectile).

Any Projectile and its damage effect, unless otherwise noted, can also activate an Attack Item.

Special Projectiles will be available, when unlocked, via the Pause Menu.



- **Marble (Basic Projectile)** – This is the base-line projectile. It has simple physics and causes average damage.



- **Steel Ball (Hard Projectile)** – This is a basic Projectile type that causes more damage than the Marble.



- **Marshmallow (Soft Projectile)** – These are light hit items. Used for precision hits to silently take out Soldiers without knocking down the Castle.



- **Grenade / Snap Caps / Rotten Egg (Exploding Projectile)** – These are big damage projectiles with a specified blast radius.
 - This Projectile explodes either when the screen is tapped by the Player or when they stop moving, whichever comes first.



- **Rubber Chicken (Expanding Wide Shot Projectile)** – This Projectile expands to cause a wider impact area.
 - This Projectile “expands” either when the screen is tapped by the Player or when the Projectile collides with an object, whichever comes first.

Power-Ups

Power-Ups (a.k.a. Buffs) are any items or abilities that typically assist the Player in playing the game. These can be unlocked (or purchased as an IAP).

A Power-Up (or even a Power-Down) can be activated at just about any time, with some limitations for specific Power-Ups.

Like Special Projectiles, Power-Ups will be available, when unlocked, via the Item Select Menu.



- **Bag of Small Marbles (Multi-Projectile)** – This subdivides into multiple smaller Balls. Each Ball causes less damage than a Standard Ball but the cumulative damage is greater than a single Standard Ball.
 - This Projectile “bursts” either when the screen is tapped by the Player or when the Projectile collides with an object, whichever comes first.

- **Precision Shot (Target Mode)** – This adds a line that shows the path the Projectile will take from the Catapult to the Castle given current parameters (pitch, yaw and velocity).
 - This will be its own, heavy Projectile.



- **Paratrooper / Parachute Army Men (Aerial Projectile)** – This projectile expands to deploy six Toy Army Men who parachute in the Castle area and, when they land, spray tiny projectiles (BBs) from canisters they are holding. They and their parachutes slowly disappear.
 - The BBs shot from their canisters should fire in two directions from the Paratrooper.

- The parachute should be small enough so as to not cover the Castle (and may also soon disappear on contact so as not to obscure the view).

Board Effects



- **Wind** - Wind affects the flight of most Projectiles. Players will need to compensate for the wind with each shot. (Precision Shot takes the wind into consideration). A flag or compass (likely in the bottom corner) indicates wind direction and speed. Castle flags may move with the wind as well.
 - Wind will be introduced in later (outdoor) Levels to increase Difficulty.
 - Wind speed and direction will be determined by the Level Designer and will not change in either speed or direction in the middle of a Level.

Monetization

The game will be free-to-play with Items and Levels monetized for the initial release of the game (along with Items that more could be added later).

All in-game items will be purchased using either Coins or Gems.

In-App Purchases

The only thing a Player can purchase via In-App Purchases (IAPs) is Gems. Gems are used to buy Premium Items, Multi-Player Levels and Coins.

Coins, which are also earned in the game, are used to purchase most items – non-Premium Items - in the game.

When a Player uses an Item or Power-Up in the game, it will deduct from their total Coin or Gem count.

If the Player has run out of Coins or Gems, they will immediately be prompted to purchase Gems via a Purchase Popup.

Single-Player Mode - Each player will have the ability to select and apply a Power-Up prior to playing each Level in the Power-Up Select Menu. If the item has been purchased, they can select it and it will apply to that Level.

Players will unlock each Power-Up, Attack Item and Defensive Items at strategic times throughout the game both introduce the item and to entice the Player to want to buy more.

Multi-Player Mode – Both Attack Items and Defensive Items can be unlocked in the Single-Player Mode or purchased (as an IAP).

In-Game Currencies

The in-game currencies will be Coins and Gems.

Gems 

Gems are the premium currency of the game. They must be purchased as an IAP by the Player for either real-world money or MobaCoins, depending on the market. These cannot be earned.

Gem Cost Chart

The base conversion rate for Gems, Coins, MobaCoins and US dollars is:

MobaCoin	Gem	Coins	US\$
1	1	100	\$0.01
100	100	10000	\$1.00

Note that this ratio changes for bundles, such as when more items are being purchased.

IAP Chart (In-App Purchases)

IN-APP-PURCHASES	COINS	GEMS	MOBACOINS	US\$
100 Gems		100	99	\$0.99
450 Gems		450	399	\$3.99
750 Gems		750	599	\$5.99
1,000 Gems		1400	999	\$9.99
3,200 Gems		3200	1999	\$19.99
5,6000 Gems		5600	2999	\$29.99
11,500 Gems		11111	4999	\$49.99
26,350 Gems		26350	9999	\$99.99

Gems are used to purchase Premium Items, Multi-Player Levels and Coins.

Coins

Coins are the common currency of the game. These are earned throughout both Modes of the game (Single-Player and Multi-Player) and may also be purchased (IGP) using Gems.

Gems can be converted into Coins (or be used to “purchase” Coins) but Coins cannot be used to purchase Gems.

Coin Earning Chart

Coins are earned as you play each Level in Single-Player Mode and for each completed Multi-Player Match, based on the chart below.

Note that the Winner in a Multi-Player Match receives 100% of the Coins earned in the game whereas the Loser receives a lower percentage (50%) of Coins earned during the Match.

INDOOR CASTLE ITEMS	COINS
Wooden blocks (with Letters)	2
Wooden triangles	5
Pencils	10
K-cups	5
CD case	5
Dice	1
Scrabble tile	1
Dominoes	4
Fun sized candy bar	5
Matchbox	4

Spool of thread	3
Batteries (AA)	3
Coins	1
Playing cards	10
Lego block	1
Empty toilet paper roll	1
PVC tubing	2
Lincoln logs	5
Empty coke cans	5
Tennis shoes	200
Ruler	3
Crayon Box	20
Calculator	20
Coin rolls	25
Baseball	200

OUTDOOR CASTLE ITEMS	COINS
Bark	5
Straw	1
Bottle cap	1
Paint stir stick	5
Bucket	30
Pieces of lumber	15
Nails	1
Shingles	10
Pieces of siding	10
Mail/envelopes	2
Brown mail packages	10

DEFEATED OPPONENTS	COINS
Mouse Soldier - Weak	15
Mouse Soldier - Strong	40
Mouse Queen	500
Glider Soldier - Weak	15
Glider Soldier - Strong	40
Glider King	500

ALLIES	COINS
Free Ittle	20

IGP Chart (In-Game Purchases)

This chart represents all the items that can be purchased from within the game using Coins and Gems. Note that these cannot be purchased as IAPs (In-App Purchases) with either MobaCoins or real-world money.

IN-GAME-PURCHASES	COINS	GEMS	MOBACOIN	US\$ EQUIV
Play-On		99	99	\$0.99
Master Key - Unlock current door.		99	99	\$0.99
Super Pack - Unlock all Attack Items, Defense Items, Power-Ups and 40 Multi-Player Levels		299	299	\$2.99

ATTACK ITEMS	COINS	GEMS
Itching Powder	100	
TNT Box	150	
Windup Duck	300	
Stompy Feet	350	
Toy Helicopter		20
Hovercraft		30

DEFENSE ITEMS	COINS	GEMS
Ice box	125	
Metal Box	225	
Smoke Bomb	425	
Protective Shield		25
Shrink Ray Gun		35

POWER-UPS	COINS	GEMS
Bag of Small Marbles	250	
Precision Shot	250	
Paratrooper	300	

Gifting

A Player can request that a Life be sent to them each time they play. They can make the request of any or all their Facebook Friends but only one request will be sent to each person once per day.

The system will also automatically send an alert to Facebook Friends when a person has been stuck at one level for 24 hours or longer. It will request a Life or special item be sent, once per Friend per day.

Players can also gift items to their Friends:

- **Life** – One Life can be gifted to each Facebook Friend once per day.
- **Key** – Three (3) Keys are needed to unlock the Locked Door or Gate to the next Stage. Only one Key can be gifted per Friend per Door per day (24-hour period).
- **Coins** – Ten (10) Coins can be gifted by each Facebook Friend once per day.
 - We may cap this at a specific number that can be claimed as gifts per day. (e.g. A maximum of 250 Coins can be claimed as gifts per day).

Miscellany

This is a very temporary section that will be removed after all items are discussed, properly categorized and placed within the primary GDD.

Game Title / Name Ideas

Here are some ideas for the game's title/name:

- **Ittle 'Pults**
- **Ittle 'Pult**
- **Littlepults**
- **Tiny Tossers**
- **Tiny Castles**
- **Tiny Clan Attack**
- **Smash the Castles**
- **Tiny Trebuchet(s)**
- Clan Attacks
- Tiny Clans
- Tiny Clan Attack
- Small Smash
- Small Clan Castle Smash
- Clan Castle Attack
- Bitty Battles
- Dinky Smash
- Pint Sized Castle Smasher
- Lillipult
- Little 'Pult
- Ittle Blitz
- Ittlepult
- Little Smash
- Ittle Tossers
- Little Chuckers
- Castle Smash
- Dinky Destruction
- Tiny Chuckers
- Bitty Ballistas
- Ittle Defenders

Appendix A:

Glossary of Terms

The following potentially confusing or ambiguous terms are utilized throughout this document and are defined here to avoid confusion.

~ ~ ~

Bufs	These are items or abilities that help improve or increase a Player's chance of beating a Level. These are also known as Power-Ups. The opposite are Debufs (or Power-Downs).
Castle	This is used synonymously with "Fortress." These are any structures that can be knocked down with a Projectile and is often defended by a Soldier. In this game, Castles are made of tiny household objects and toys.
Door	Also known as a "Gate." These are locked areas of the game that block people from progressing freely from one Stage to the next.
Debufs	These are items or abilities that may decrease or interfere with a Player's chance of beating a Level. These are also known as Power-Downs. The opposite are Bufs (or Power-Ups).
Fly Mode	When you tap the upper half of the screen (i.e. the Castle area, not the Catapult), the in-game camera will switch to this view. This is essentially an overhead video of the game area that includes the Castle.
Fortress	This is used interchangeably with "Castle." These are any structures that can be knocked down with a Projectile and is often defended by a Soldier. In this game, Fortresses are made of tiny household objects and toys.
Gate	Also known as a "Door." These are locked areas of the game that block people from progressing freely from one Stage to the next.
Ittles	These are small, cute, fictional, humanoid beings who live in the house. They are approximately 4 to 6 inches tall.
Projectile	This is anything that can be hurled, tossed or thrown via the Catapult. These may often look like and be confused with a "Ball" but they can be just about anything we want.
Soldier	This is any Opponent's character that is placed in, on or around a Castle and must be knocked over.
Terrain	This is the area around a Castle. It is indoors or outdoors. For example, the Indoor Terrain could be a little boy's room.

~ ~ ~

Appendix B:

Additional Ideas & Future Concepts

These ideas can be re-inserted back into the prime GDD or held for future updates.

Attack Items

Other ideas for [Attack Items](#) might include:

- **Grappling Hook** – The Player attaches these to two points on the castle. When activated, it pulls the tether, causing the castle to fall from those two points. It may be attached to some types of Blocks.
- **Mini Vac** – This is a small, hand-held vacuum cleaner. When activated, it sucks in Castle objects and Soldiers from a certain distance and area (cone). Some Blocks may be too heavy to be sucked up. Allies will be freed in the zone as well. (Maybe sucked up and spit back out).
- **Whirligig** – This is a propeller on a stick that, when activated, spins causes damage in a specific radius (both from blunt propeller impact and from wind).
- **Fireworks** – A chain of fireworks can be laid in and around a Castle. When activated (either by a button or Fire Projectile), the chain of Fireworks will explode in succession.
- **Toy Tank/Gun Turret** – This is a stationary object that, when activated, fires a barrage of projectiles around the center of the object.

Defense Items

Other ideas for [Defensive Items](#) might include:

- **Rubber Block or Reverse Portal** – This would cause an Opponent's Projectile to reverse direction.
- **Ramp** – This reroutes a solid Projectile along the path of the Ramp. (The Player may be able to pick from a limited set of Ramps and rotate the Ramp.
 - It lasts for one hit (one impact - and rerouting - of a Projectile) and then it disappears.
 -

Power-Ups

Other ideas for Power-Ups and Projectiles might include:

- **Baseball (Large Projectile)** – This is a little harder to aim and does not launch very far but it rolls in a straight path and causes a lot of damage.

DLC Ideas

DLC ideas include:

- **Marshmallow Fight Mode** – Either in Multi-Player Mode or as Single-Player mini-game. Castles would be made specifically for this mode.
 - **Multi-Player Game** - First person to knock down all the Toy Soldiers wins.
 - **Single-Player Game** – You have either a limited number of shots (Marshmallow Projectiles) or a limited amount of time.

Other Ideas

A “Tier System for allocating Attack and Defense Items.

Early Character Concepts



MOUSE SOLDIER

Example of a Mouse Soldier (early concept - not a final concept).



SUGAR GLIDER SOLDIER

Example of a Sugar Glider Soldier (early concept - not a final concept).



ITTLIE SOLDIER

Example of an Ittle Soldier (early concept – not a final concept).

Appendix C:

Story Script and Dialog

The story takes place in the environment of the Stage with that Level's Castle in the background, complete with Soldiers and trapped Ittles.

Conversations typically take place between Prince Ittle (the otherwise unseen Player Character) and the "boss" for that Stage, either the Mouse Queen (first three Stages) or the Sugar Glider Queen (next two to three Stages).

The view will typically be ¾ shots of the two talking characters with the room as the background. Some other camera movement might be included – providing the game engine and file size limitation can accommodate it - to help show other objects in the scene and convey certain story elements.

Note that the Epilogue (below) may be replaced with a new sequence with the first significant content update (i.e. a new Stage).

STAGE 1 - INTRODUCTION

INT. HUMAN HOUSE - FAMILY ROOM - DAY

We pan the room and see an ANGRY MOUSE SOLDIER by a CASTLE made of household objects and PRINCE ITTLE by a CATAPULT. The ANGRY MOUSE SOLDIER is jumping next to a CAGED ITTLE.

The MOUSE QUEEN and PRINCE ITTLE are having a conversation with the CASTLE in the background. We see the conversation as text appearing in SPEACH BUBBLES with some basic animation to indicate active speaking.

Show MOUSE QUEEN from the waste up, ¾ view, with the CASTLE (and maybe ANGRY MOUSE SOLDIER) in the background.

MOUSE QUEEN

SQUEEK! You nasty Prince of the Ittle Clan! We have taken your fellow Ittles captive in retaliation for breaking our truce!

Show CAPTIVE ITTLE in a cage.

Show PRINCE ITTLE from the waste up, ¾ view, with a CATAPULT in the background.

PRINCE ITTLE

This is all a big mistake! We did not mean to knock over any Mouse's home. It was an accident, I swear!

MOUSE QUEEN

SILENCE! You will now have to defeat my many Mice Minions to free your friends and find your precious Princess.

Show ANGRY MOUSE SOLDIER from the waste up, ¾ view, next to the CASTLE and CAGEED ITTLE in the background.

ANGRY MOUSE SOLDIER

Grrr!

CAGED ITTLE

Help...

PRINCE ITTLE

I'd rather we live together in this human house but I will fight if I must to free my friends.

MOUSE QUEEN

Catch you at another castle! Muhahahaha!
SQUEEK!

MOUSE QUEEN zips out of view.

We switch to the active gameplay view with the CATAPULT facing the CASTLE with the ANGRY MOUSE SOLDIER and CAGED ITTLE.

Game begins (Level 1).

STAGE 2 – THE BEDROOM

INT. HUMAN HOUSE - BEDROOM – DAY

The MOUSE QUEEN and PRINCE ITTLE are having a conversation in the BEDROOM with a CASTLE in the background. We see the conversation as text appearing in SPEACH BUBBLES with some basic animation to indicate active speaking.

Show MOUSE QUEEN from the waste up, ¾ view, with the CASTLE in the background.

MOUSE QUEEN

SQUEEK! You nasty Ittle Prince! It seems you
are getting rather good at knocking down what
we Mice build!

We see PRINCE ITTLE from the waste up, ¾ view, with the CATAPULT in the background.

PRINCE ITTLE

It's only because you are making me. Free my
fellow Ittles so we can live together in this
house in peace.

MOUSE QUEEN

Never! Send out our best soldiers!

Show STRONG SOLDIER MICE in front of the CASTLE.

PRINCE ITTLE

Wow, they sure look... healthy. Maybe they
should stay away from the human's snack
drawer.

MOUSE QUEEN

SQUEEK! Enough insults! Let's see what you've
got.

We switch to the active gameplay view with the CATAPULT facing the CASTLE with the STRONG SOLDIER MICE.

Game begins (Level 21).

STAGE 3 – THE KITCHEN

INT. HUMAN HOUSE - KITCHEN – DAY

The MOUSE QUEEN and PRINCE ITTLE are having a conversation in the KITCHEN with a CASTLE in the background. We see the conversation as text appearing in SPEECH BUBBLES with some basic animation to indicate active speaking.

Show MOUSE QUEEN from the waste up, ¾ view, with the CASTLE in the background.

MOUSE QUEEN

SQUEEK! Prince Ittle! How are you able to defeat so many of my mighty Mice Minions?

We see PRINCE ITTLE from the waste up, ¾ view, with the CATAPULT in the background.

PRINCE ITTLE

Well, I took some round, wooden toys and jammed them together, screwed on a few wheels and wrapped a few rubber bands around...

MOUSE QUEEN

Enough! SQUEEK! This Kitchen will be my final stand! Build better fortresses my lovely Mice! Build. BUILD! SQUEEK!

PRINCE ITTLE

Oh, geeze, this can't be good...

We switch to the active gameplay view with the CATAPULT facing the CASTLE.

Game begins (Level 41).

STAGE 4 – THE SANDBOX

EXT. HUMAN HOUSE - SANDBOX – DUSK – SLIGHT BREEZE

The SUGAR GLIDER KING and PRINCE ITTLE are having a conversation in a SANDBOX with a CASTLE in the background. We see the conversation as text appearing in SPEECH BUBBLES with some basic animation to indicate active speaking.

Show SUGAR GLIDER KING from the waste up, ¾ view, with the CASTLE in the background.

SUGAR GLIDER KING

EEP! I cannot believe you defeated my friend
the Queen and her Mouse Minion Army!

We see PRINCE ITTLE from the waste up, ¾ view, with the CATAPULT in the background.

PRINCE ITTLE

Can't we all just get along? This is all a
misunderstanding. We didn't even knock down
a Sugar Glider home. Please let my Ittles go so
we can all get back to our peaceful lives.

SUGAR GLIDER KING

Not a chance! Now you are on my turf, Ittle
Prince. It is time to feel the angry wind of my
SUGAR GLIDER BRIGADE!

PRINCE ITTLE

Wow, that sounds like a lot of hot air to me.

SUGAR GLIDER KING

EEP! Such insolence! Go head, take your best
shot, ITTLE!

Switch to the active gameplay view with the CATAPULT facing the CASTLE.

Game begins (Level 61).

STAGE 5 – TREE HOUSE

EXT. HUMAN HOUSE – TREE HOUSE – DUSK – WINDY

The SUGAR GLIDER KING and PRINCE ITTLE are having a conversation in a TREE HOUSE with a CASTLE in the background. We see the conversation as text appearing in SPEACH BUBBLES with some basic animation to indicate active speaking.

We see the SUGAR GLIDER KING from the waste up, ¾ view, with the CASTLE in the background.

SUGAR GLIDER KING

EEP! I cannot believe you made it this far against my Sugar Glider Brigade's mighty fortresses.

We see PRINCE ITTLE from the waste up, ¾ view, with the CATAPULT in the background.

PRINCE ITTLE

Maybe you need to find some better builders. I know a few Mice who are out of work...

SUGAR GLIDER KING

EEP! You insolent fool! You'll never find your Ittle Princess now. We'll lock her down even tighter than before! And, up here, the wind blows even harder. HAH!

PRINCE ITTLE

Talk about a blow hard...

SUGAR GLIDER KING

EEP! Now you must face my strongest Gliders! Muhahahahah!

Switch to the active gameplay view with the CATAPULT facing the CASTLE with STRONG SUGAR GLIDERS

Game begins (Level 81)

EPILOGUE

EXT. HUMAN HOUSE – TREE HOUSE – DUSK – WINDY

PRINCE ITTLE is having a conversation with the SUGAR GLIDER KING in a TREE HOUSE with a BROKEN CASTLE in the background and a FREED ITTLE. We see the conversation as text appearing in SPEECH BUBBLES with some basic animation to indicate active speaking.

We see the SUGAR GLIDER KING from the waste up, $\frac{3}{4}$ view, with the CASTLE in the background.

SUGAR GLIDER KING

EEP! Impossible! How is this possible? In my own tree, even!

We see PRINCE ITTLE from the waste up, $\frac{3}{4}$ view, with the CATAPULT in the background.

PRINCE ITTLE

With hope, perseverance and a few rubber bands, we Ittles can pull off anything!

SUGAR GLIDER KING

You might have defeated us so far but we still have your precious Princess! Muhahahaha! EEP!

We see PRINCE ITTLE overhead, next to a CATAPULT with CASTLE PIECES scattered around.

PRINCE ITTLE

No-o-o-o-o-o-o!

Switch TREE HOUSE view with the following text displayed:

MORE CATAPULT ACTION COMING SOON!

(Roll credits...?)

Appendix D:

Legal Requirements

This appendix outlines the legal requirements that should be represented within the game.

Trademark

A “**TM**” (Trademark) identifier should accompany the game logo on the Main Menu.

It must be confirmed that DeNA has applied for Trademark registration for the game logo and/or game name.

Copyright

In lieu of a DeNA logo, the DeNA Copyright needs to appear on the Main Menu:

©2014, DeNA Co., Ltd.

This may be followed (but is not required) by smaller text that reads:

Developed by indiePub.

Legal Line

In all other instances (e.g. the Mobage app development portal) where a legal line should be used instead, please use the following unless otherwise noted by DeNA:

©2014 indiePub Entertainment, Inc. All Rights Reserved. indiePub and the indiePub logo are trademarks of indiePub Entertainment, Inc.

In the instances where the above text is used in conjunction with DeNA’s legal line, DeNA’s legal line should be first, followed by indiePub’s legal line.

EULA and Privacy Policy

A call-out to the EULA (End-User License Agreement) and PP (Privacy Policy) must be presented in the game.

It will need to be presented only the first time a Player logs in to the game but it must be shown to every Player at least once. No actual play is permitted until the initial alert is displayed.

The following or similar text should be used to identify the location of the EULA and PP:

Legal Terms apply. The EULA and Privacy Policy are available in Settings.

It can expire after five (5) seconds or a tap from the Player, whichever comes first. It does not need to appear in consecutive Logins.

Both the EULA and PP should be includes in the Settings Menu or the Help Menu as “EULA and Privacy Policy” or individually as “EULA” and “Privacy Policy.” Both versions should link the text to the external URL <http://dena.com/legal/>.