Game Title/Pitch: Spuzzies, The Color-Coded, Fun and Fuzzy Tower Defense Game
Game Platforms: Mobile (Android and soon iOS)
Target Audience: Casual/Mobile gamers of all ages
Team Name: Absentee Studios
Team Members: John Ader: University of California, Irvine, clearlyspam23@gmail.com, Lead Android Programmer
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Game Summary: Spuzzies is a “rush defense” game. The player controls a wizard Spuzzy who stands atop his tower at the bottom of the screen. Waves of enemy Spuzzies will spawn at the top of the screen and attempt to reach the tower, dealing damage if they succeed. The player must attack these enemy Spuzzies by touching them with their matching colors (e.g. red magic on red Spuzzies). As the game progresses, different Spuzzy types will begin assaulting your tower, such as multi colored Spuzzies and speedy Spuzzies. As the player defends the tower by blasting the Spuzzies, they earn Combo Points, which fill the combo bar. Once full, the player can activate the combo bar which freezes the game for a few short seconds, and allows the player to swipe across the screen. Any enemy Spuzzies which are struck in combo mode will be defeated. The player continues until the ever growing waves of Spuzzies overwhelm them.

Game Features/Objectives:
- Fast paced, color matching gameplay
- Cute aesthetics and friendly atmosphere
- Pick-up/Put-down mobile gameplay

Game Art Example:

Faculty Member: Prof. Dan Frost, frost@ics.uci.edu, University of California, Irvine, pending his permission
YouTube Web Link: http://www.youtube.com/watch?v=wjglBDGTxM
Third Party Acknowledgements: LibGDX Open-Source Library and Development Framework, Java Library, and Eclipse Development Environment

All art was created by members of the team. Music and sound recorded by Nathan Stengel and Shelby Yokote, with additional royalty-free sound provided by freesound.org

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