

# INFINITE LEGIONS

## GAMEPLAY

**Infinite Legions** is a first-person tower defense game where you use strategy to defeat numerous waves of enemies. You have a few tools to aid you in your fight, minions, placeable towers, and your own fighting skills.

**Minions** are a small group of soldiers that follow you around and fight enemies for you. They will give their lives for your cause.

**Enemies** are made up of a few different types of skeletons. They each have their own way of going about fighting you, so keep them all in check and don't let too many of them reach your castle or you lose!

**Towers** are where the strategy comes in. You only have so much gold to place the towers, so place them wisely to stop the waves of enemies. They come in a number of different types, each offering advantages of their own.

**Skills** are different abilities that the player can acquire through defeating enemies and upgrading their character. There are 3 different skill trees that the player can focus on.

### MINIONS



**Knights** follow you around the map. They will fight enemies up close and can be sent out ahead of you to take the brunt of the enemy force.

**Mages** cast useful spells at the skullys.

Their fireball spell is devastating. Only one of them can be with you at a time, so use them wisely.



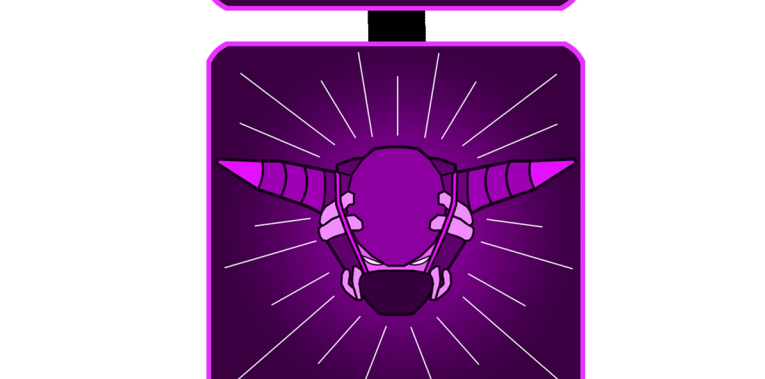
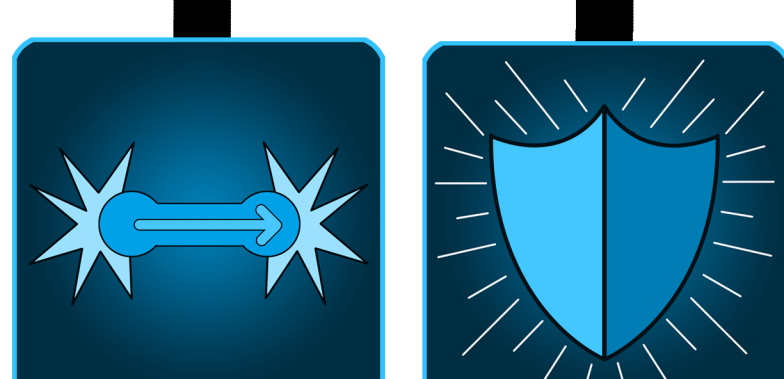
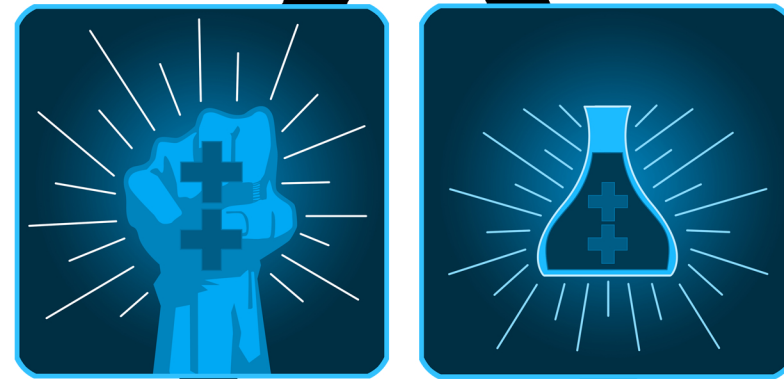
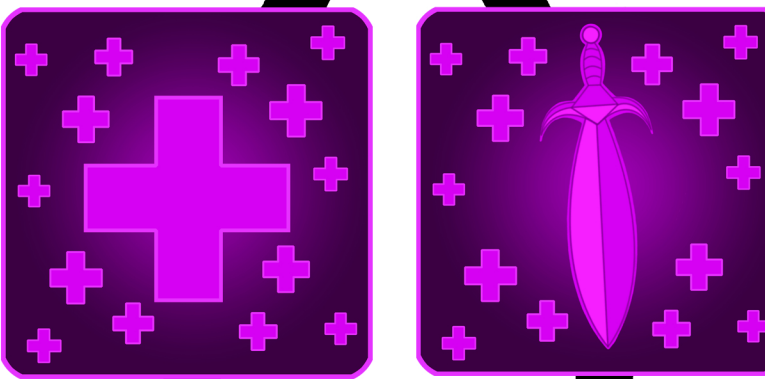
**Archers** auto target and shoot any enemies in their line of sight. They can also be left to guard an area while you fight elsewhere.



**Priests** are a special type of minion. They don't fight enemies at all. Their goal is to follow you and heal you and other minions as you take damage.



### SKILLS



### ENEMIES



**Grunts** follow certain paths to get to your castle. They are very weak, but numerous. Towers are your best bet for defeating these guys.

**Archers** run around the map shooting arrows at you and your minions. They are fast and but weak. Kill them quickly to stop their annoyance.



**Mages** roam around the map like archers attacking you and your minions using different types of magic spells. Can take a medium amount of damage.



**Warriors** are the second strongest enemy. They attack the player to distract him from the grunts advancing.



**The King** is our final boss. He will show up at the end of the final wave and takes a massive amount of damage to kill. Beat him, win the game.

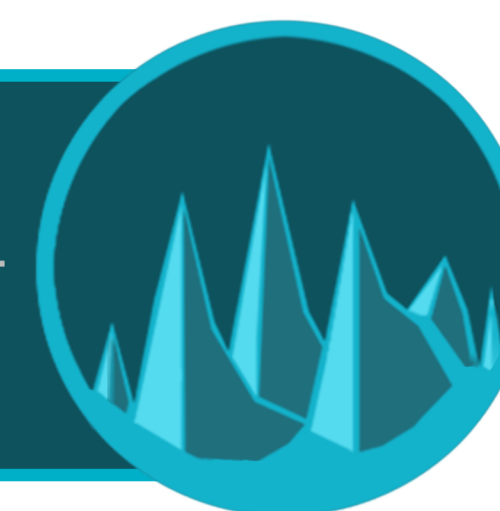


### TOWERS



**Fire** towers shoot fireballs at enemies and catches them on fire. A good tower for killing lots of skullys.

**Ice** towers shoot shards of ice at enemies and does little damage but slows down their movement



**Acid** towers fire corrosive shots at the enemies which hurts them over time. Good for weakening enemies.

**Lightning** towers shoot bolts of electricity that have the potential to arc to other enemies. Good at area damage.



**Bomb** towers shoot slowly but deal massive amounts of damage to multiple enemies.

### CONTROLS



- Swing Weapon / Select Options
- Movement
- Minion Formations
- Minions Attack
- Minions Fall Back
- Toggle Tower Menu
- Place Selected Tower
- Toggle Pause Menu
- Toggle Skill Menu

### DEVELOPERS

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INFINITE LOOP GAMES