

# Tower Defence

## Community Talk

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*An elaborated version of the meeting notes*

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# Towers QoL Improvements

## Tower Clipping

Towers will be clipped into grids. This feature can be turned off after successfully playing 15 games (played all the way though). As explained [here](#).

### Feedback of the Community

- Mostly positive in general +15 from [forums](#) (Placement Correction votes)
- Tower clipping should be automatically turned on by default, but there should be a way to turn it off. +5 -2
  - Against: It shouldn't be possible to disable because some people still troll.
- 15 games are too few +0

## Tower Upgrade Paths

### Solution 1: Force Upgrade

You can forcefully upgrade a player's tower for 1.25 times the regular cost of upgrading that tower, if they don't have a path unlocked.

### Solution 2: Chosen When Placed

A player can choose the path when the tower is placed, rather than when upgrading.

### Feedback of the Community

Solution 1: +2

Solution 2: +8

## Vote Removal

If a tower receives enough votes to be removed, the tower will be removed, even without the owner's permissions.

### Advantages:

- Reduces trolls
- Stops players placing towers in the middle of other people's offences

### Disadvantages:

- Tells people off for bad placements, rather than positively re-enforcing correct placements - could hurt new players feelings
- Could trolls in parties still go around and just delete their entire teams' towers?

### Feedback of the Community

+0 -6

## Mage Build Penalty

Block mage towers from being placed as close together as it's quite close now and they can be placed on the opposite sides of the track to each other.

### Feedback of the Community

+1

## Tower Range Tool

A tool that shows towers reach

**Feedback of the Community**

+7

# Tower Balancing

## AoE Towers versus “Normal Towers”

Different in damage is too big. AoE towers are more effective starting at 3 mobs attacked, this should be about 36 mobs attacked.

# AoE Balancing

## Inferno Nerf

### Feedback of the Community

- Inferno needs to be nerfed.

## Zeus Buff

### Feedback of the Community

- Zeus needs to be buffed, if anything. completely useless as it is now +4 -0

## Meteor

### Feedback of the Community

- Meteor doesn't need nerf +1 -0

## No Coins from AoE

AoE Potions shouldn't give coins when it kills troops. It's meant to help people out if something is undefendable, not replace towers. +2 -1

# Troops Balancing

## Giant Buff

Giant buff - investigate reducing prices & buffing stats.

### Feedback of the Community

+10

## Silverfish Buff

There isn't anything in the chat about this so I will give my own opinion because it was mentioned in the meeting notes. (though there were three people mentioning it needs change)

I think Silverfish needs to be a Spider 2.0, by that I mean the cheapest way to get exp (least coins per 1 exp). It should be an aerial version of the spider. The last two levels, however, should be rushy. They should represent a cheaper version of blaze so that players are given the opportunity to rush aerial early game. This gives a more interesting feature like spider has the invisibility.

I have already thought this idea out in specific numbers and details, ask for them if you're interested (Shotgun#5555)

## Witch Nerf

Nerf inferno = nerf witches – If inferno would be nerfed, witches would be too much of a threat, the current meta asks for inferno to deal with witches. A health nerf would become a necessity if inferno were nerfed

### Feedback of the Community

+6      -1

- (it needs to be changed) how they give a ton of coins – currently witches drop an enormous amount of coins in comparison with other troops

## Skeletons IV Nerf

Nerf level 4 skeletons - raise the price; currently very overpowered.

### Feedback of the Community

+4      -2

## Creeper Buff

- Creeper is trash as it is right now      +5

### Creeper Buff

Creepers are too weak? Reduce health and increase health regeneration?

### Creeper Rework

Creepers explode when they reach the castle and deal a lot of damage (Kamikaze like)

### Feedback of the Community

- It would be kind of cool if Creepers die, they explode and stun towers for a second or two  
+4      -1

# Beta Mode / Testing

## Beta Mode

It is unlikely that tower defence has the player base to support a full beta mode.

### Feedback of the Community

+2      -5

## Community Beta Testing

An idea was raised of having community members come in as beta testers. This is unlikely due to the technical challenges, but not impossible.

### Feedback of the Community

+12      -0

- let people who know the game (like what they did with forums) find issues with the update  
+6

# TD Difficulty

## Simplifying by Introducing Elements

Mobs are weak or can resist it. Helps with understanding the game instead of learning which mob is resistant to which tower.

Each tower/AoE type has an associated element. (e.g. Mage: Fire, Artillery: Mechanical, Ice: Ice), each mob would have a list of tags as well, for example a pig zombie could be (Immune: Fire, 50% reduction: Ice)

### Feedback of the Community

+3      -0

# TD Performance

## Reducing Number of Divisions (Magma Cube/Slime)

Magma Cubes divide into multiple mobs. This results in lots of mobs being spawned all at once. Apparently at one point a community member had 3,300 different mobs on the field, which caused some extreme lag.

### Feedback of the Community

Summarised: everyone wants better performance

- In my opinion one of the biggest issues is performance. Many people are completely unable to play TD with certain troops because it ends up getting them kicked. Is it possible to improve that? Because sometimes the late game gets really, really resource demanding. Which only narrows down even more the amount of people who can play + makes the whole thing a lot more frustrating  
+3      -0

# Other Improvements

## Tutorial

Helps new players to understand the game better which leads to less trollers and disappointment of experienced players. Making it easily noticeable is important as people don't search for it. To let it appear as a pop up the first time you play Tower Defence is an option.

### Feedback of the Community

+4      -0

- People should be required to complete the tutorial before they can play
- Make two separate tutorials, a long and a short one.      +1

## 1.16 Update

This is unlikely to happen unless we update the entire of CubeCraft to run on 1.16, as we need to maintain a new 1.16 version of all our core libraries. If were to just update Tower Defence, we would have to maintain code for 1.16, 1.9 and 1.8.

### Feedback of the Community

+2      -4

## Map Design

Map design is important to allow for strategic gameplay

### Feedback of the Community

- another problem to mention. Please use more of the community submitted maps. Both new maps, Zen and Oceana, are aesthetically pleasing but not good TD maps
- The entirety of barren, too long and the two splits makes it difficult to rush late game
- So, you need to know how to play the game to make a map, it's not all about looks

- that's why I think experienced players should make map layouts and then builders should make it astatically pleasing

+7

## New Towers

### Tiki Tower

+0      -1

### Feedback of the Community

- Maybe hold a new tower defence tower competition? my friends and I have a lot of new ideas and this was so long ago.      +2
- Tiki would need to be redesigned and nerfed      +2

### Elemental Tower (Feedback of the Community)

- I mean I think blazes could be dealt with by a tower (like the Elemental Tower I featured in my td thread) that does large damage to nether troops (Explanation: there needs to be a new tower which can deal better with aerial troops like the Elemental Tower)      +2      -0
- Add Elemental Tower      +13      -0      (forum votes: +12, *could be overlapping*)



## EXP / Coins Income

### Feedback of the Community

- Would it be possible to have a thing on the scoreboard that gives you information about recently gained coins? or maybe even the bazaar could show some sort of figure/graph
- We need a better coin sharing system; you only really get money from your friends in a party
- Coins are good, except in normal mode, it's too slow +2

## Rearranging Potions

### Feedback of the Community

+2

## Other Remarks

- One thing that I don't think has been talked about yet is the Quick Start pigman rush strategy. For those who don't know about this, you can win a game in just over 2 minutes of time from when the game officially starts. (my record is 2:03). A lot of the leader board players have used this tactic to get thousands of wins, and to me, it's not how tower defence should be played. While the tactic can be disrupted by a single tower, not a lot of people know what to do about it. I know that some of the first page LB players have over 1000 wins using this +4
- Armageddon needs to be buffed (especially Lightning)
- Make an option in the waiting lobby to automatically place people on a team.  
By this I mean the same as what happens with blockwars. If the teams are not even, people will have 10/30 seconds to choose another team. if this is not done, the game ensures that the teams are equal.  
This way you avoid the problem where you always get the error that the teams are not equal.  
(Make parties invulnerable for this)
- tower defence trolling should have a clearly defined standard, such as 5+ tower spots blocked +5
- Scale up the smaller team's goldmine income proportional to the size, so if there are 2 players on one team and 4 on the other then the smaller team's income should be multiplied by  $4/2 = 200\%$  -- Obviously it doesn't have to be directly proportional to team sizes and could be scaled down if too overpowered. I just think it would give people a fighting chance if their teammates abandon them, because that's never a fun situation." I Love this but I do think that doubling income might be a little too overpowered. I would personally suggest that if there are 2 players on one team and 4 on the other then the smaller team's income should be multiplied by  $4/2 * 3/4 = 150\%$  so a 75% boost. This would stop one very skilled player from being able to completely overpower a bigger team. Because if one person controlled the same amount of income as an entire team, they would have an advantage.
- Block mage towers from being placed as close together as it's quite close now and they can be placed on the opposite sides of the track to each other.
- No one wants to play a 30-minute match and lose. Make time limit? +2 -2
- I think you should bring back vote kick +3 -6  
Against: There's no vote kick needed with these proposed changes
- Tower Defence needs balance changes +1
- At this point the community knows more about the game than the developers. So, the community should make the update, if you know what I mean +1
- it should also be described that riding mobs (such as level 2+ skeletons on horses and creepers on pigs/cows) don't trigger TNT landmines (this is already the case) but can be damaged by it