

EarthshipTD

A Design Book

by Sam Cox

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I would also like to Acknowledge the following people who have helped shape EarthshipTD's development, in some way or another:

Ross Popovs
Jordan Magnuson
Mark Cox
Adam Procter
Parker English
theChief

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Introduction

Welcome to the design book of the game EarthshipTD. In this book we will dive deep into the games art and design.

What does sustainability mean to you? For me, it means living in peace and harmony with the natural world and the environment that surrounds us. It means clean, renewable and ultimately affordable energy. It means fair wages, and an economy that takes care of humans and the planet rather than the desire for more profit and nauseam.

However, as you may be aware, human-caused climate change is and will continue to cause the destruction of the environment. The main driver behind this is the burning of more and more fossil fuels, and major producing companies, like BP, Shell and ExxonMobil, among others, have tried to muddy the science, funding climate denial groups, and have tried to convince everyday people that it was their actions, and not the ones of the fossil fuel companies, that are contributing to the warming of the planet.

Why was EarthshipTD made?

EarthshipTD was created as a way to express ecological themes in a video game setting. This started in the beginning of the year, when I came up with topics to research further. One of those topics was Solarpunk.

EarthshipTD stemmed from previous efforts to understand and incorporate the Solarpunk genre into my work. In 2022, I worked on a small proof-of-concept of a game using the Unreal Engine, titled polySolar, where you are dropped into a colourful and vibrant world with other creatures. Sadly, the project didn't take off due to a lack of ideas for where to take the gameplay.

When I came up with ideas for this game, polySolar was in the back of my mind, and so I dedicated my Final Year project to making a game based on Solarpunk. The game's satirical aspects came about as a suggestion by my teachers.

EarthshipTD also acts as a vibrant reminder that the ones responsible for the ecological damage inflicted on the planet are (mostly) not you, but the polluting companies whose power and influence could be used for good, but are instead being used to uphold the status quo.

My hope with EarthshipTD is that the player will have a thrilling experience fighting against the Oil Monsters, but also to take a step back and to think about the damage that the companies parodied in the game have done to the world.

Importantly, I hope that this game inspires people to imagine a better, more fairer and sustainable world.

Sam.

Synopsis

EarthshipTD is an ecologically themed, satirical Tower Defense game, where players plant down Towers that are merged with nature, in order to defend against Oil Monsters, concoctions of capitalist Oil Corporations that fuse stolen wildlife with fossil fuels.

EarthshipTD is primarily inspired by the emerging art and literary genre of Solarpunk. This genre, which emerged in opposition to other genres like the dystopian and undesirable atmosphere of Cyberpunk and the outdated technology of Steampunk, Solarpunk envisions a positive future in which technology, sustainability and people live harmony with each other. It's not a perfect society, but it is one in which people live comfortable, happy lives. As it implies, renewable energy is a core idea of the genre, and of EarthshipTD.

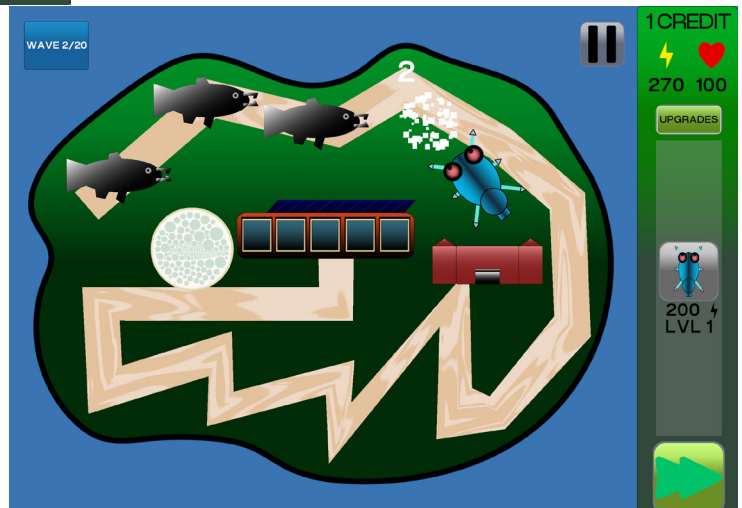
EarthshipTD is also a satirical game in which is directly names and shames fossil fuel companies responsible for causing some of the worlds increasing climate disasters, and their role in hiding it from the public.

Gameplay



The player starts off the game with some electricity, which they can use to place down a Tower.

The next wave begins, spawning Oil Monsters. These can vary by wave, from short waves introducing new Oil Monsters, to a massive wave at the end of a level.



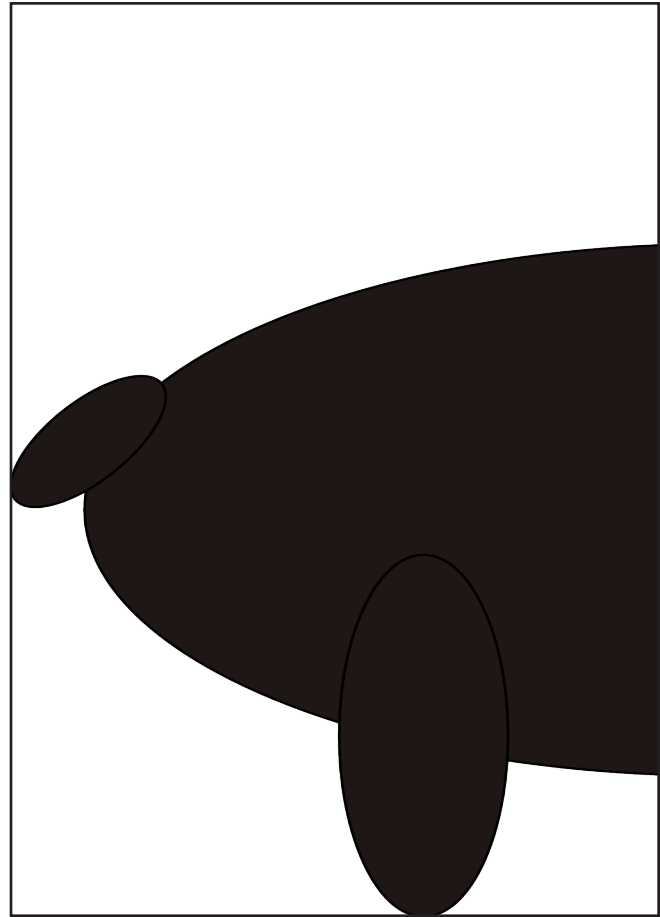
If the player survives the wave, they will get an upgrade point, which they can use to acquire new Towers or upgrading existing ones.



The game will continue until the players health is depleted to 0 (lose), or if the player finishes the last wave without this happening (win).

Art Style

On the left is the original design for the Oil Mammal. It was comprised of simple shapes using Illustrator.

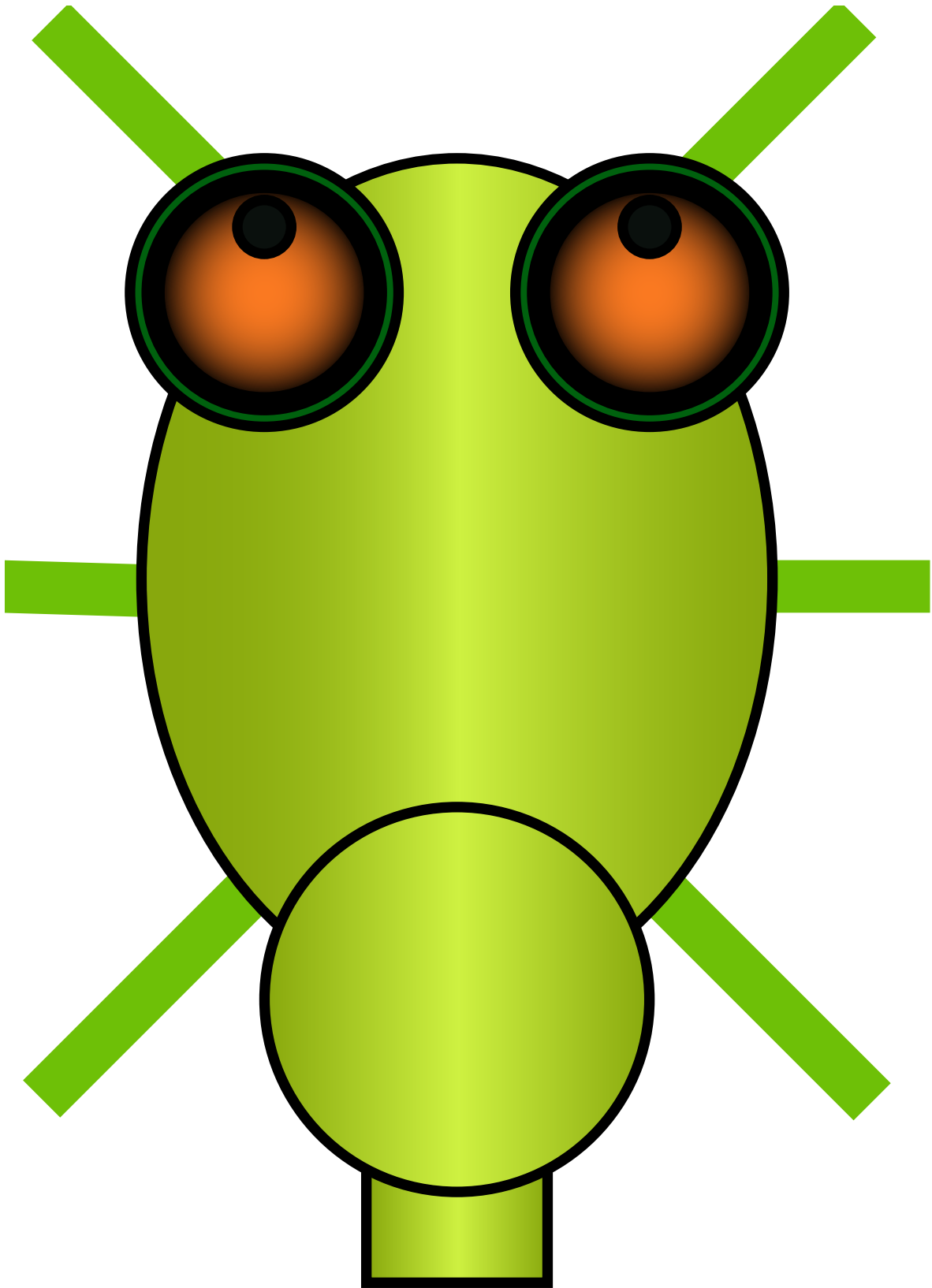


Over Time



This is the final version of the Oil Monster. It satirises the Chevron oil company, The new design is also inspired by the Frutiger Aero aesthetic, featuring glossy sections and gradients.

The Plant Towers



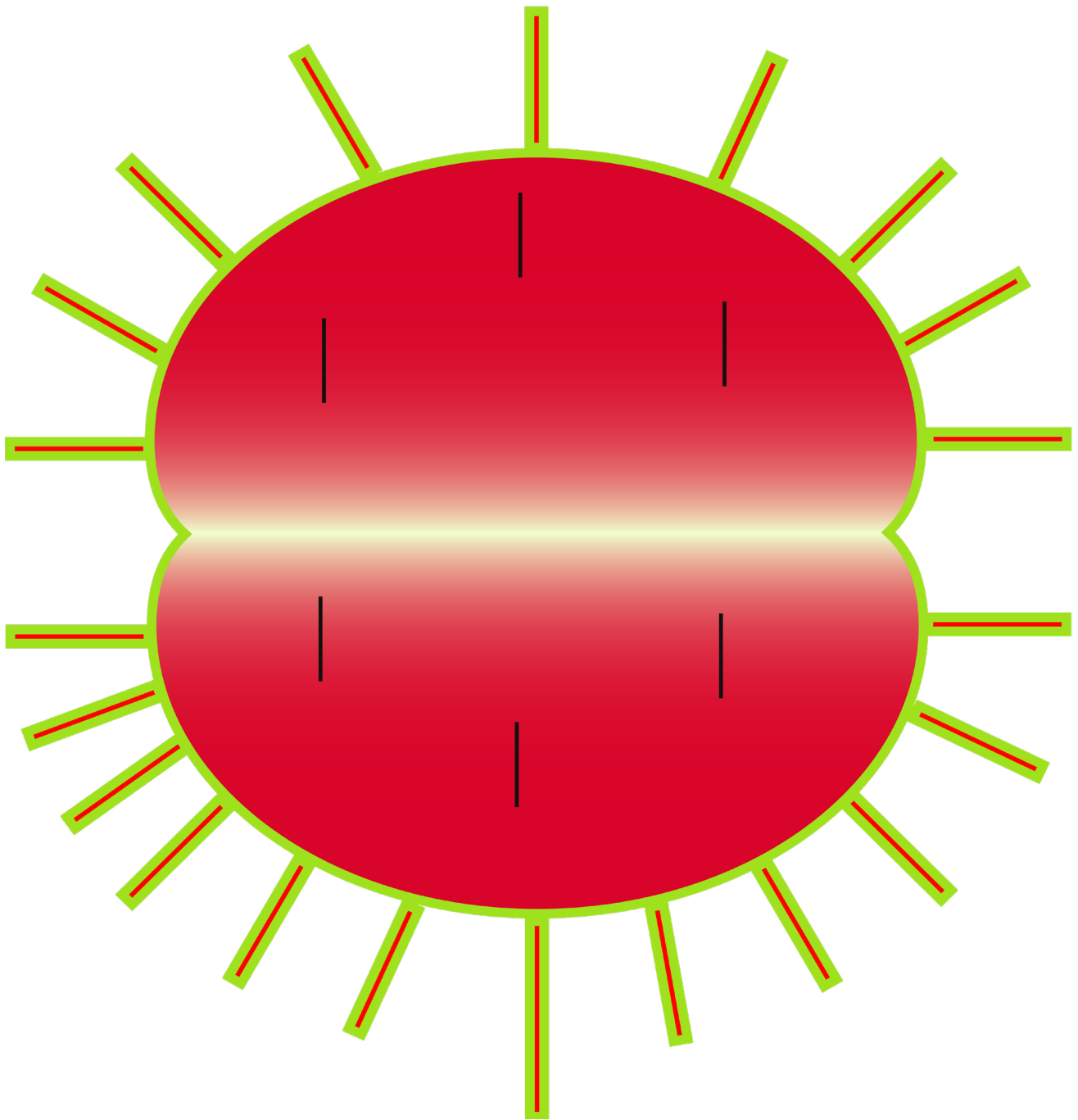
The Cucumber

Inspired by: Ecballium Elaterium/Squirting Cucumber

Attack: Bullet fire every few seconds

Advantages: Oil Mammoth, Oil Turtle, Oil Spider, Oil Mammal

Weaknesses: Oil Pig, Oil Worm

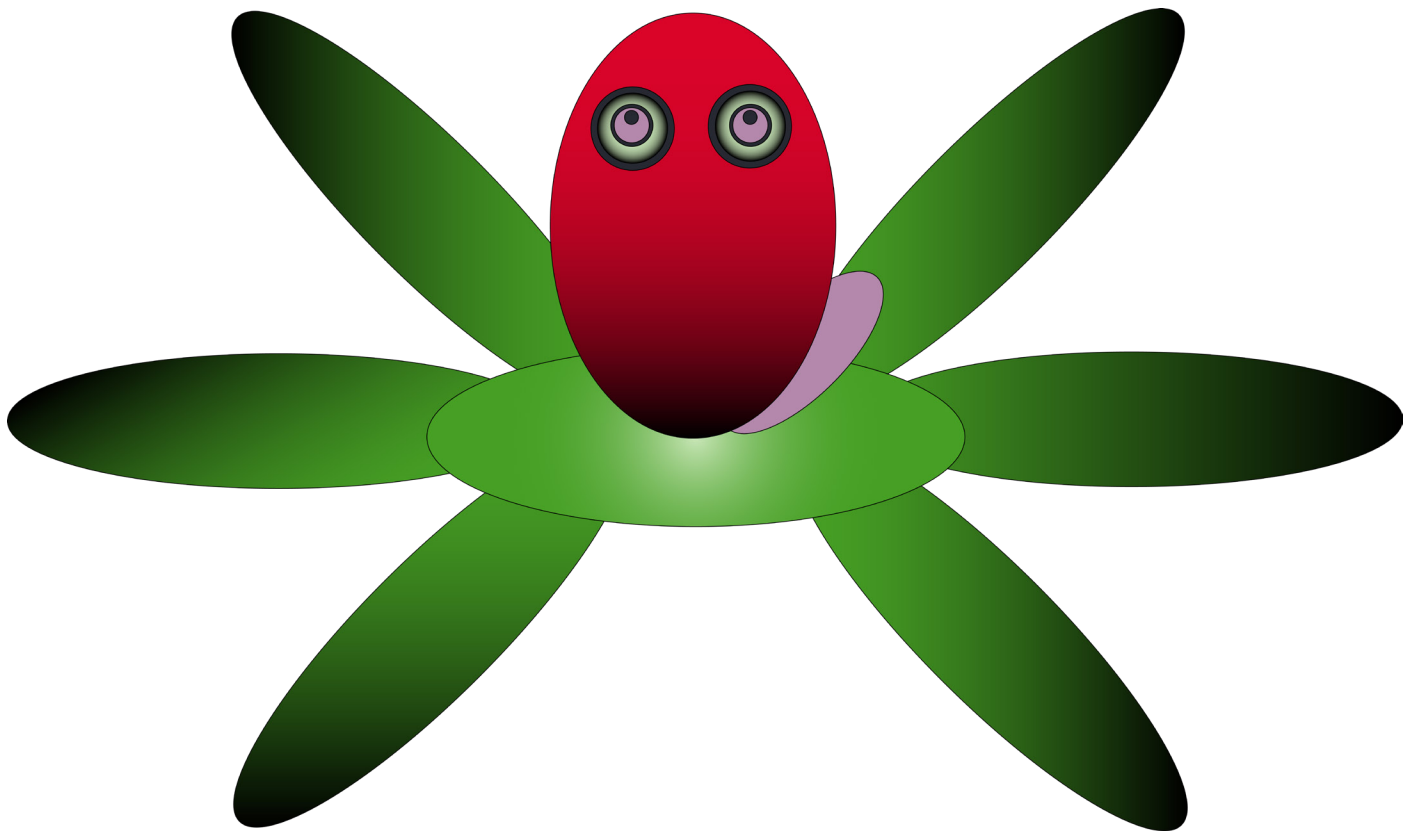


The Venus

Inspired by: *Dionaea Muscipula*/Venus Flytrap

Attack: Traps enemies in its mouth

Weaknesses: Oil Mammoth, Oil Turtle, Oil Spider, Oil Mammal

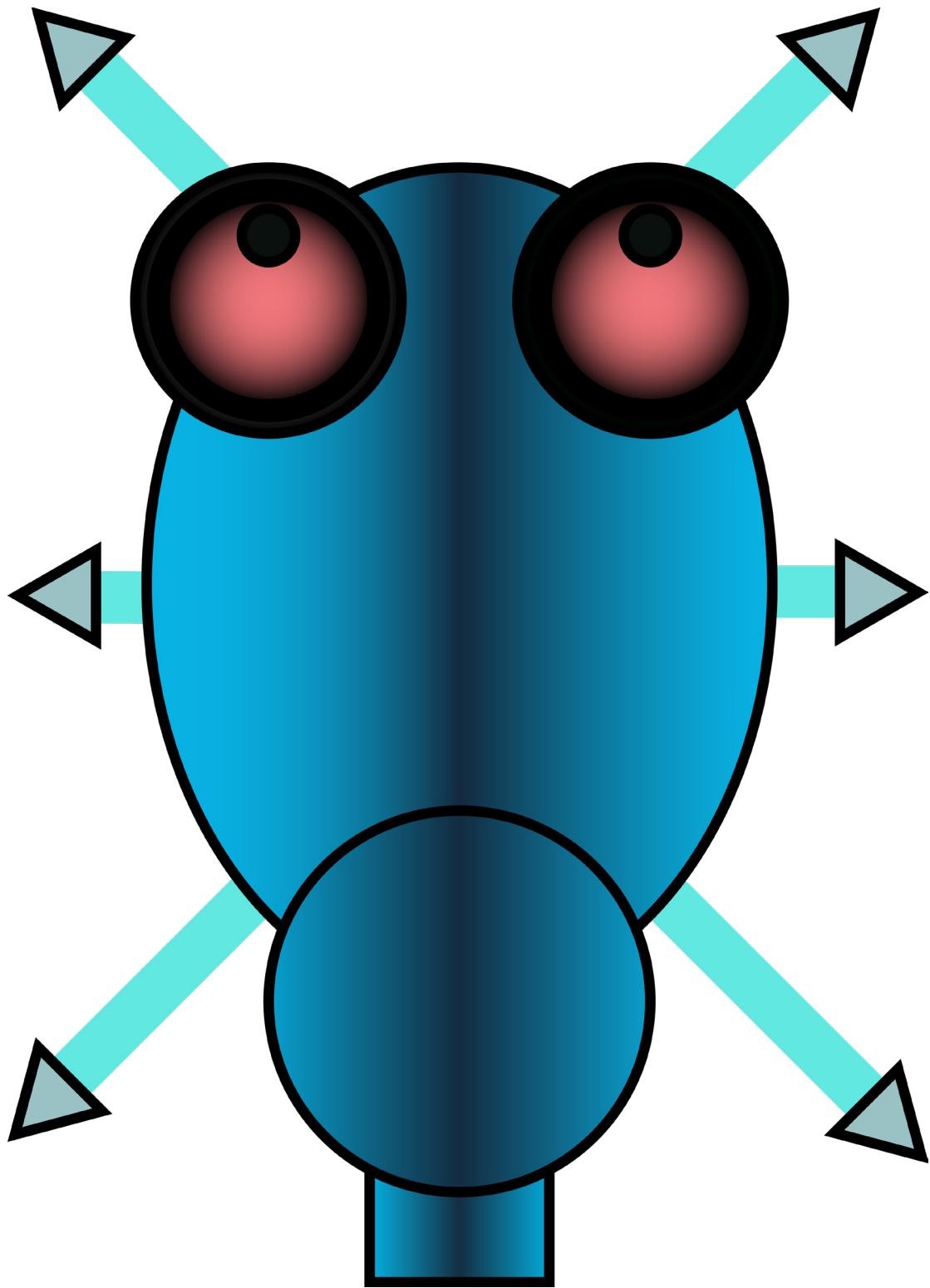


The Trill Cyan

Inspired by: Tillandsia Cyanea/Pink Quill

Attack: Bullet fire every few seconds

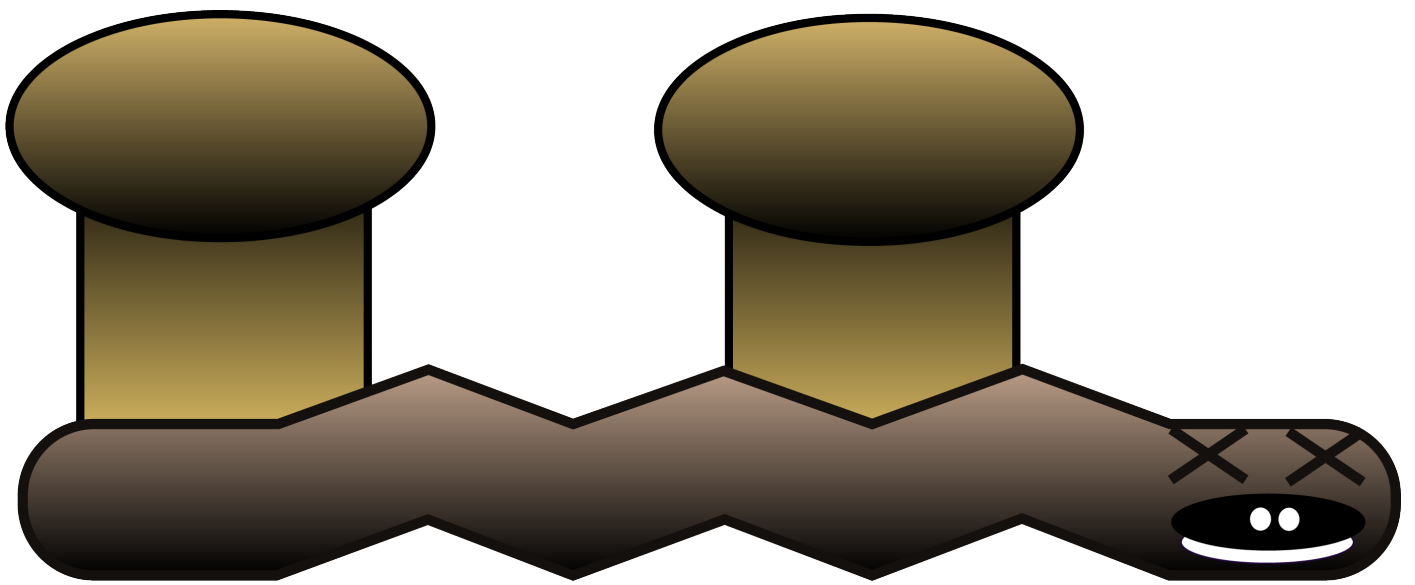
Advantages: Oil Pig, Oil Worm



The Mint Cucumber

Inspired by: The Cucumber (Standard)

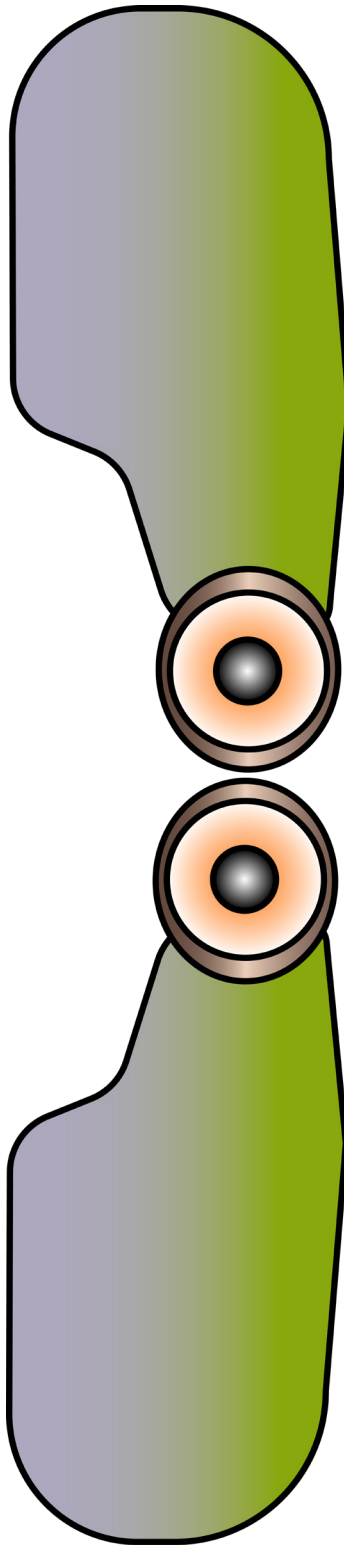
Attack: Same as The Cucumber



The Fun Guy

Inspired by: Cordyceps

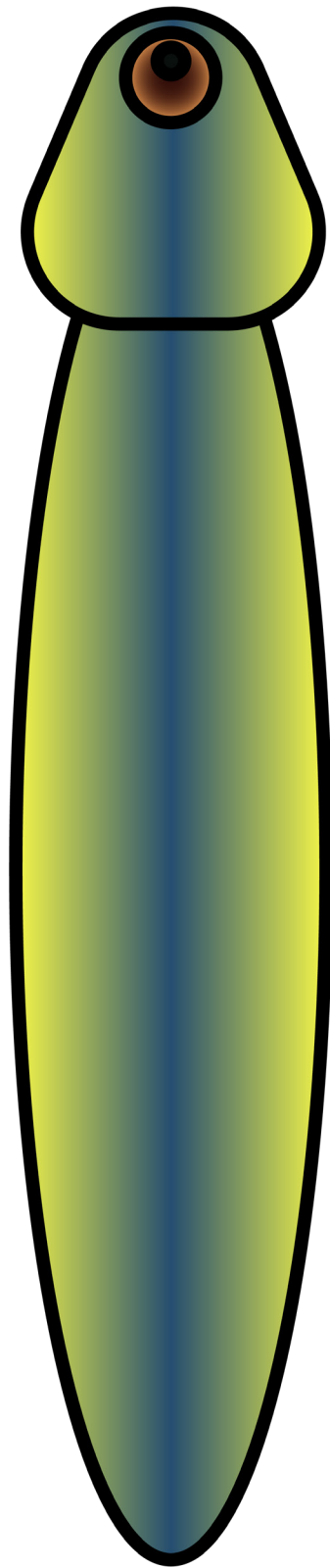
Attack: Walks to and implodes on target



The Helicopter

Inspired by: The Cucumber (Standard)

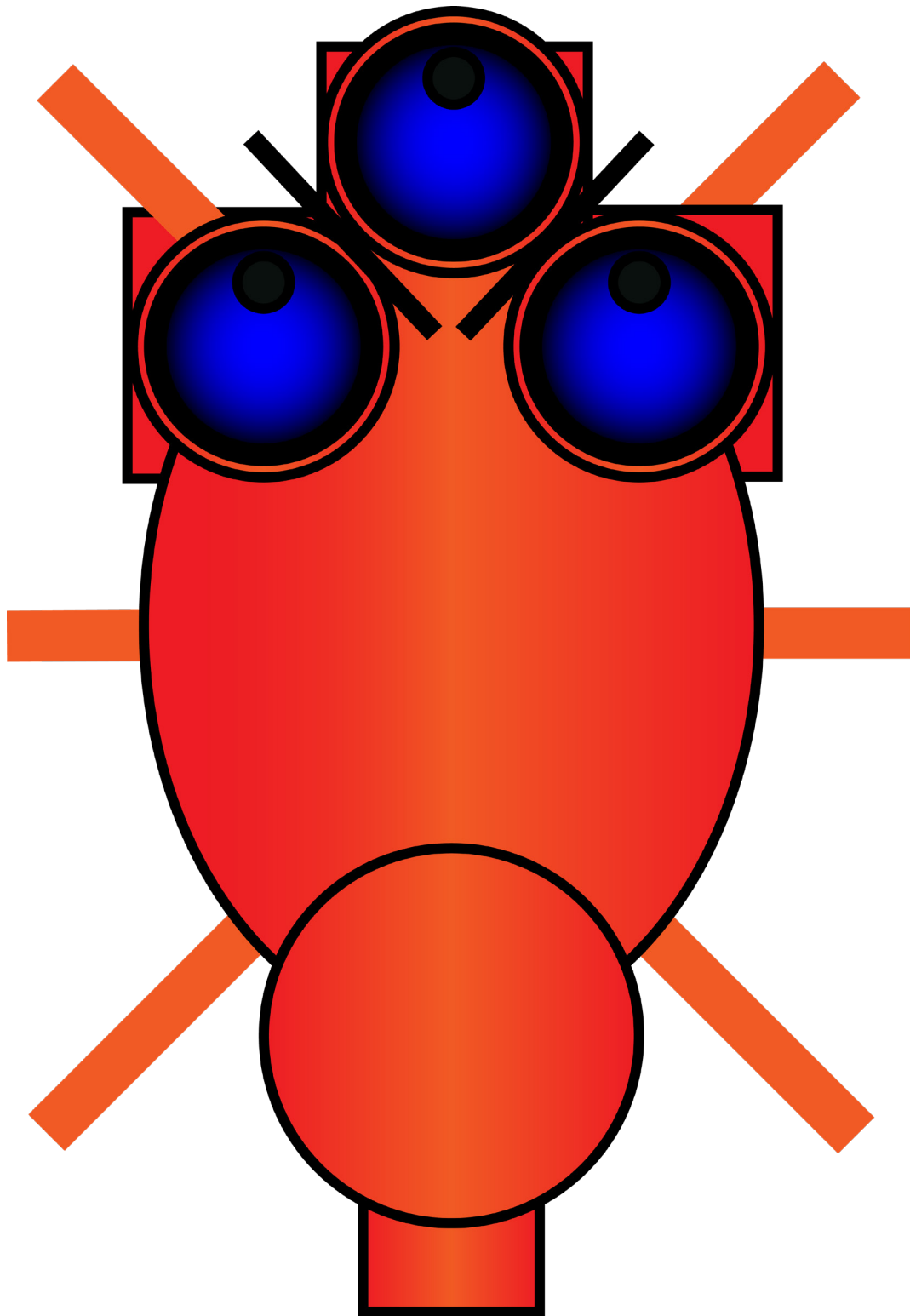
Attack: Shoots bullets on 2 sides while spinning around



The Eel

Inspired by: Tillandsia Cyanea/Pink Quill

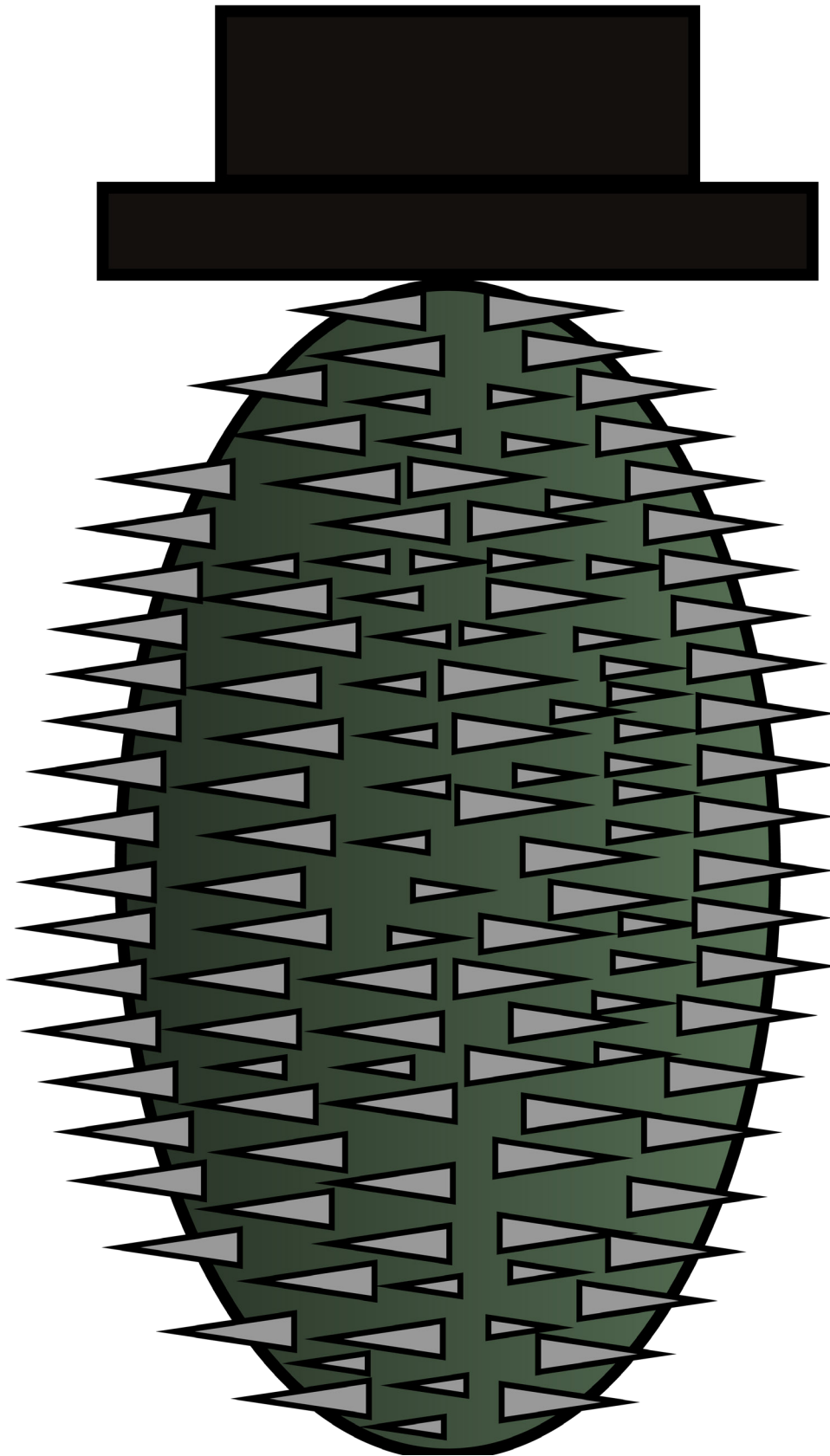
Attack: Bullet fire every few seconds



The Fire Cucumber

Inspired by: The Cucumber (Standard)

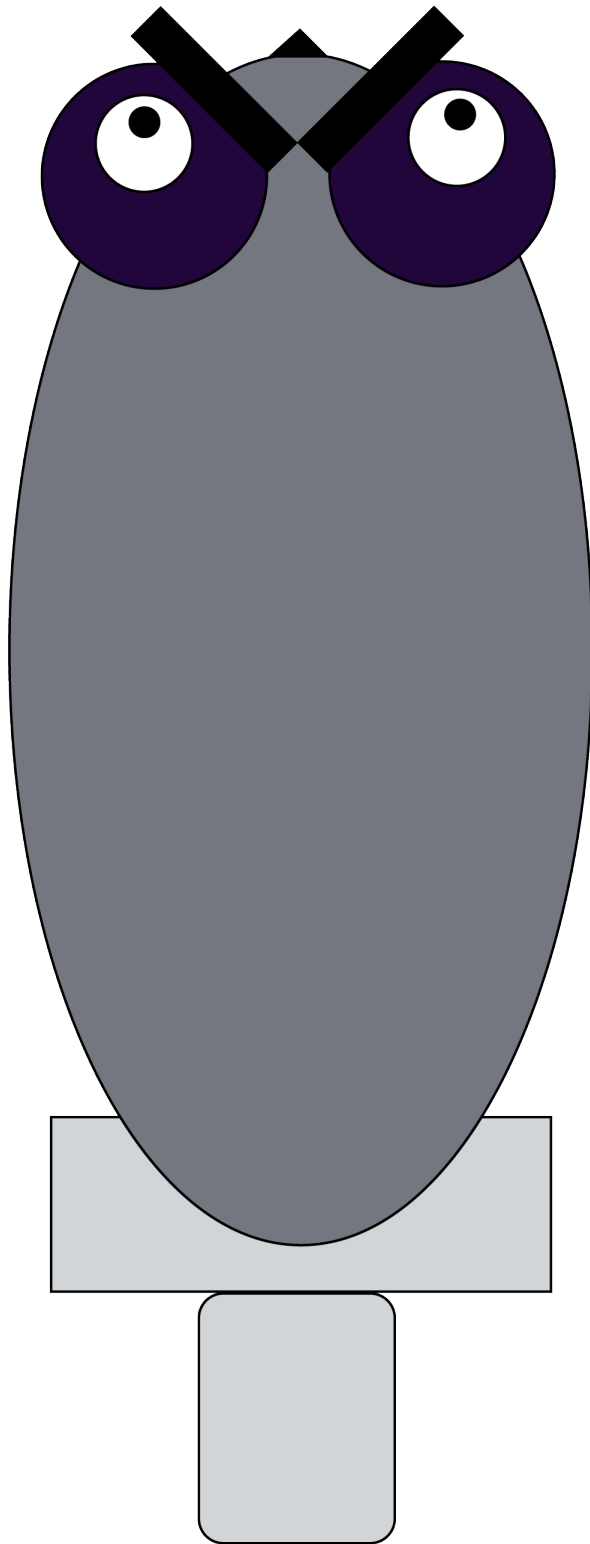
Attack: Fires 3 shots at enemies, with a very brief delay



The Cactus

Inspired by: Cactus

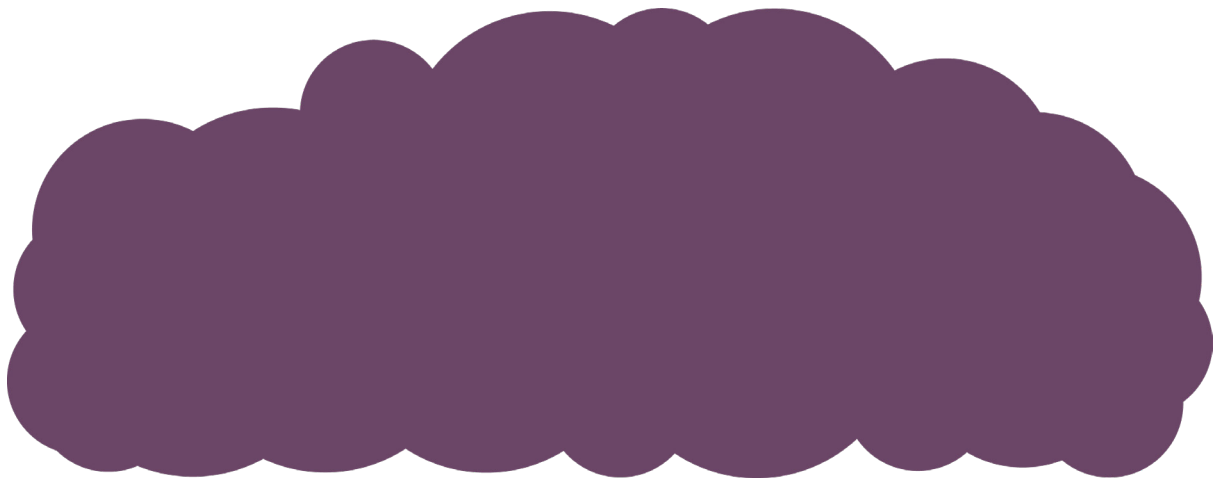
Attack: Slows enemies down



The Airship

Inspired by: Airships

Attack: Moves to enemy and implodes

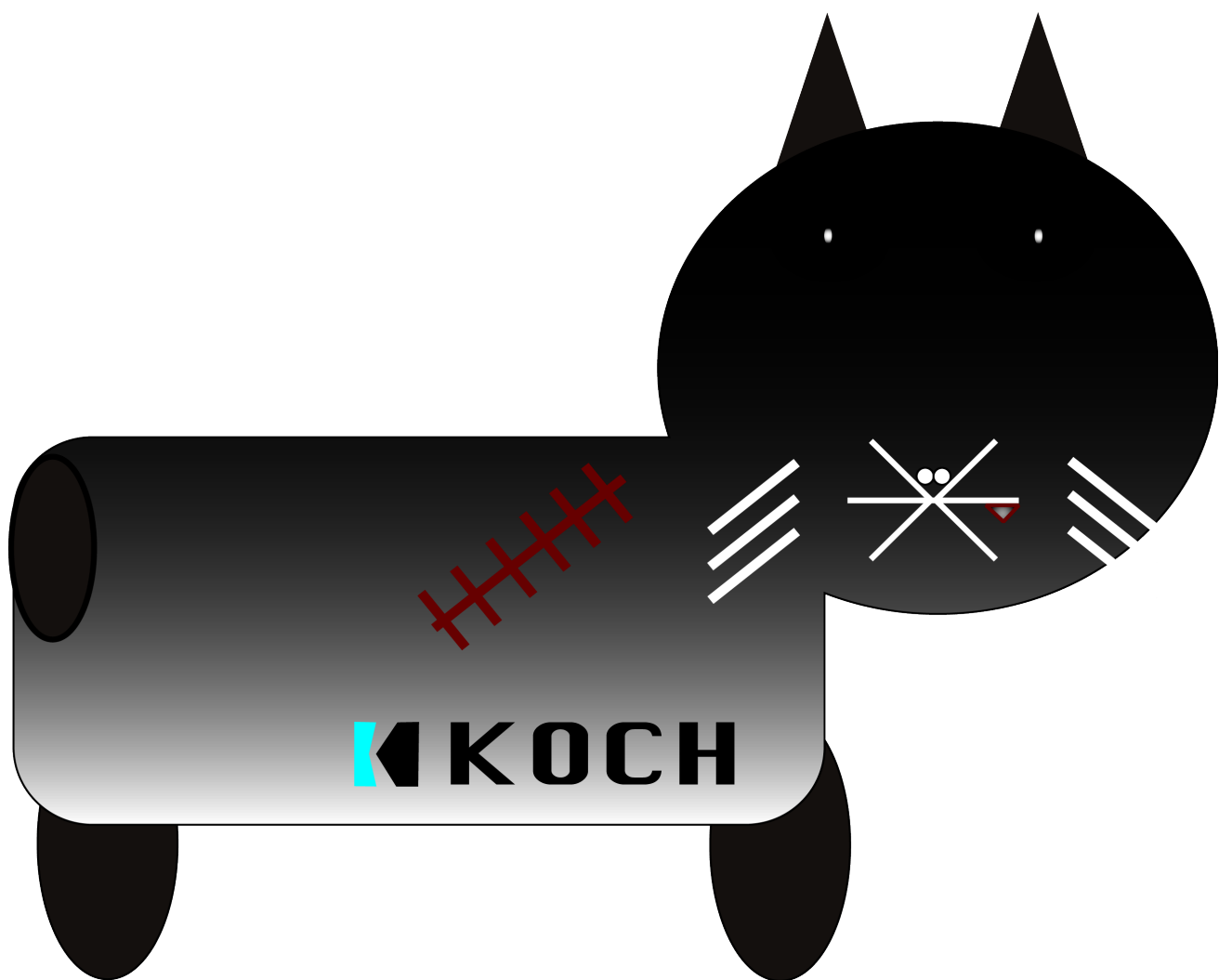


The Cloud

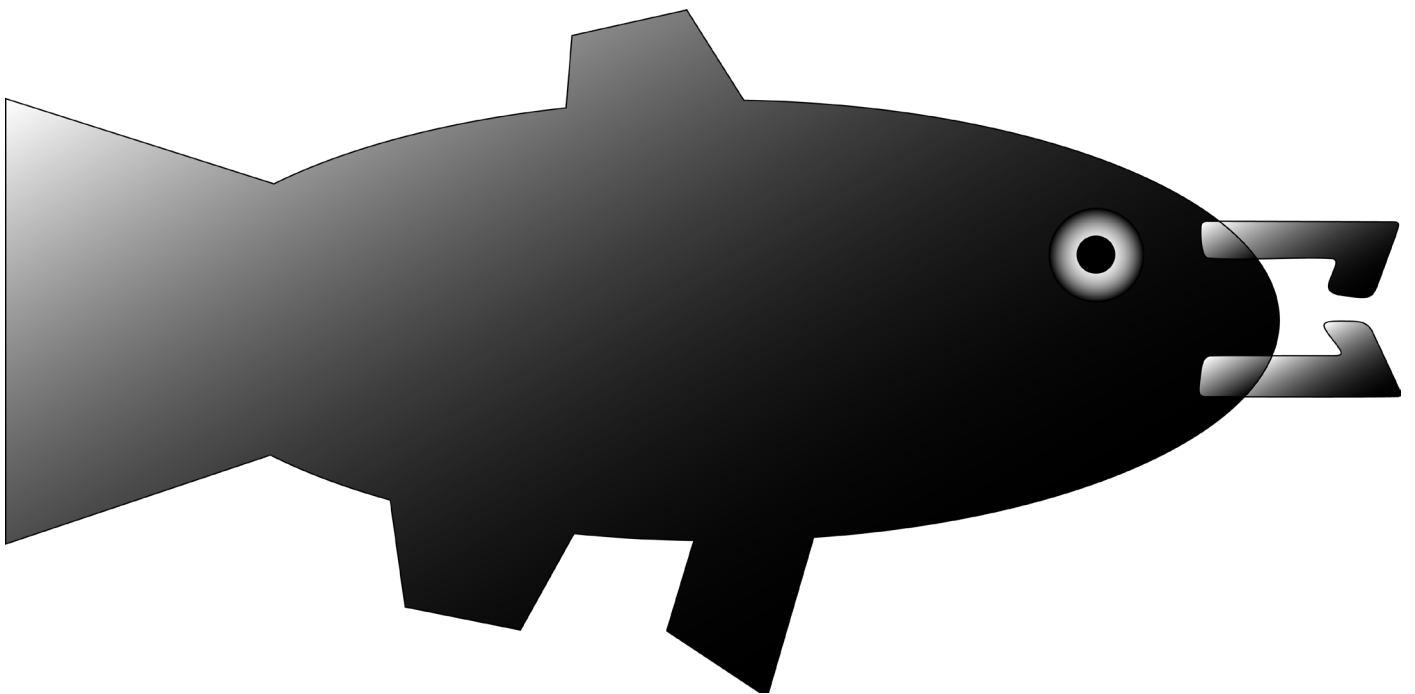
Inspired by: Clouds

Attack: Spawns rain that slows enemies down

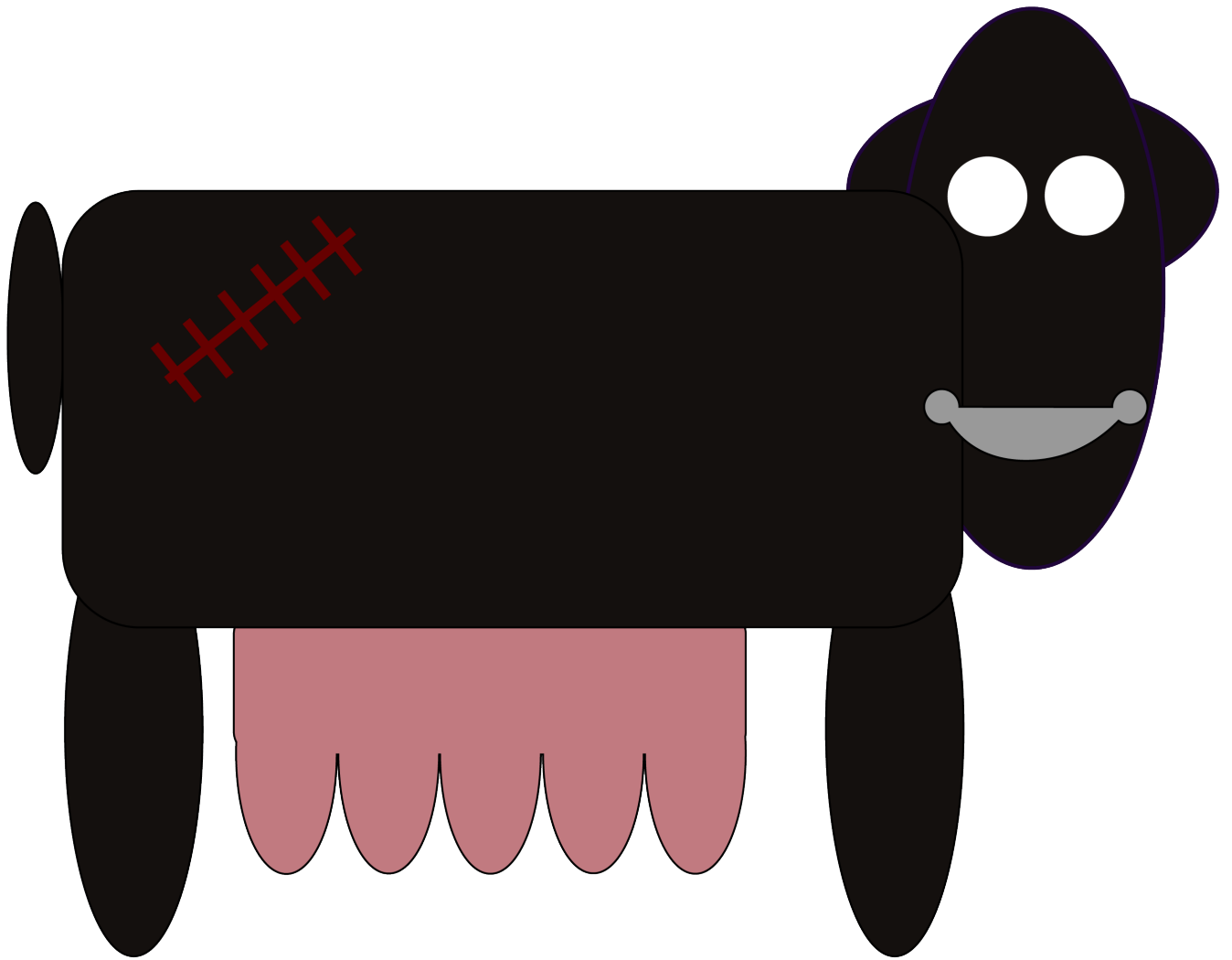
The Oil Monsters



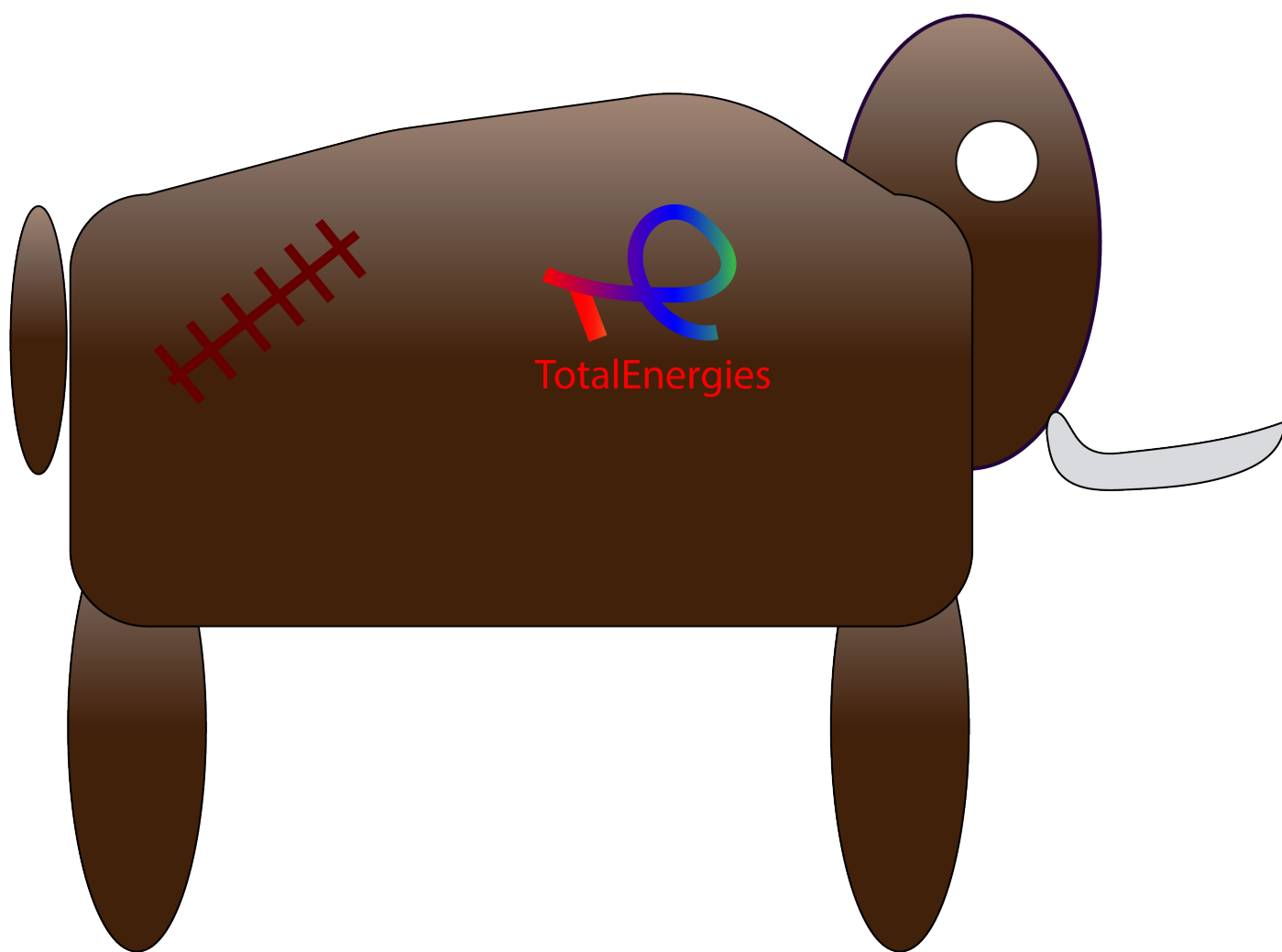
Oil Cat



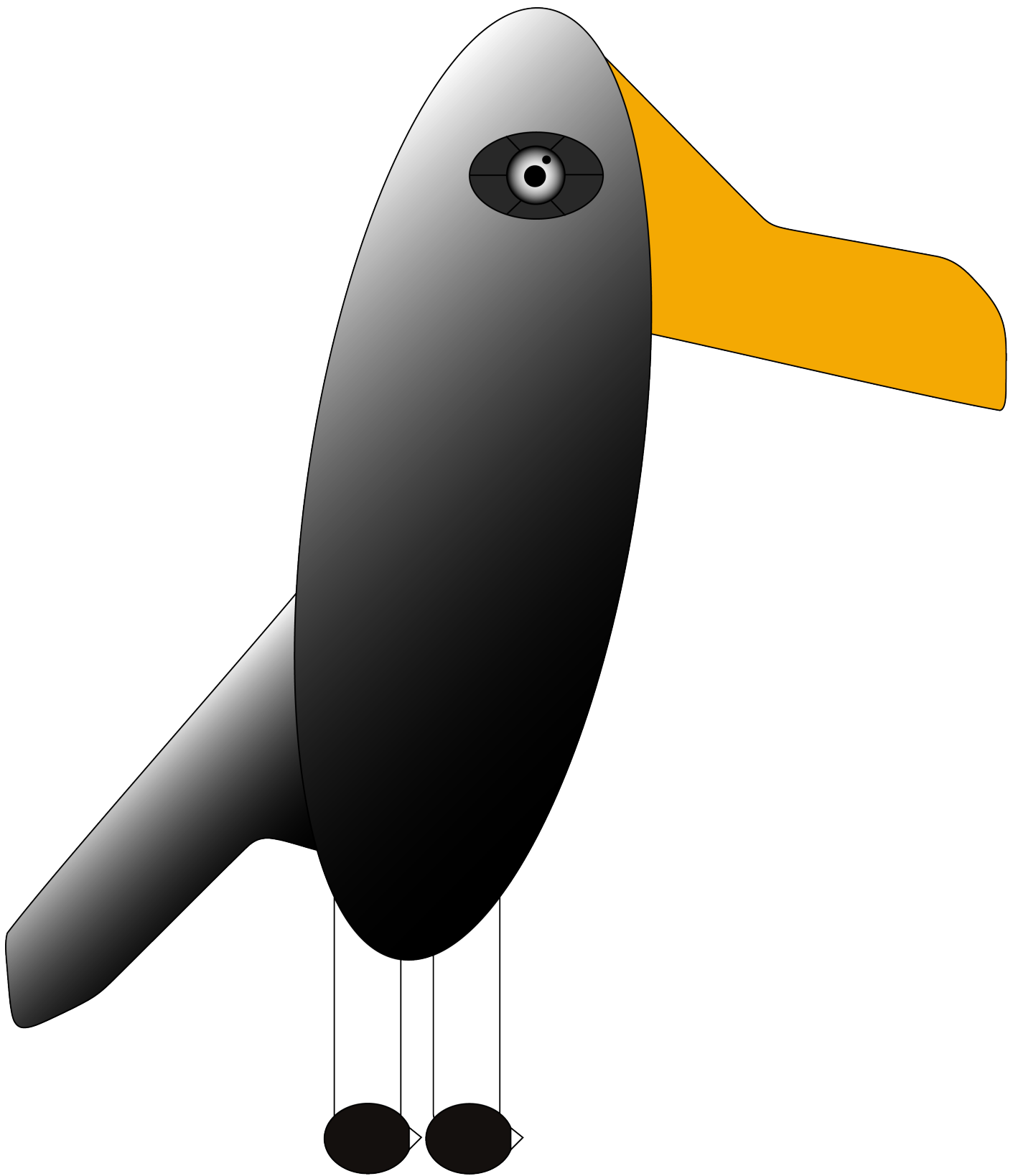
Oil Coho



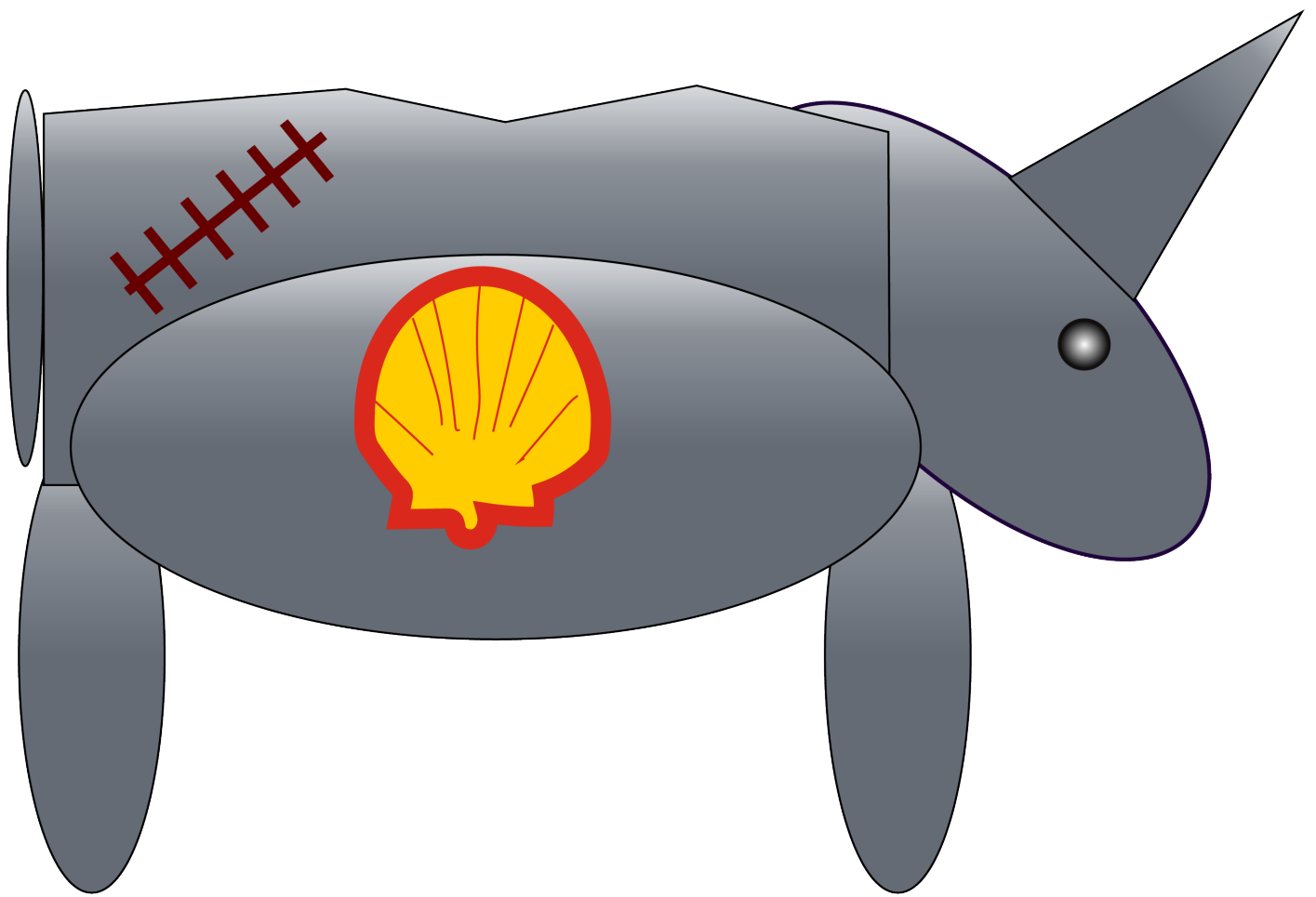
Oil Cow



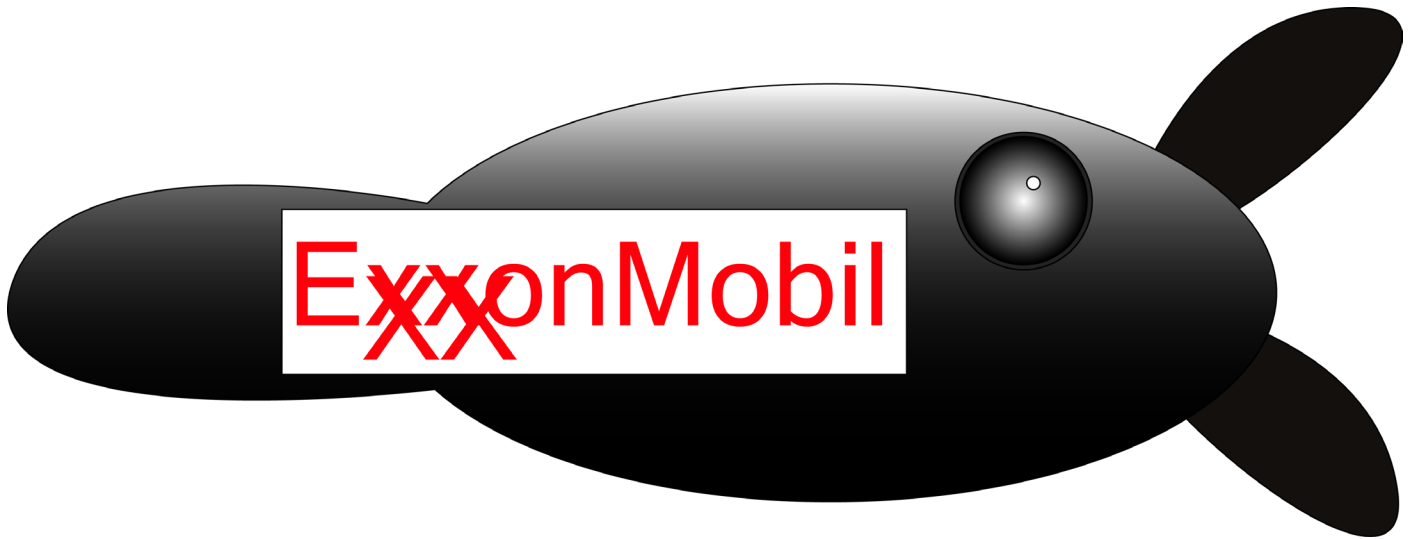
Oil Mammoth



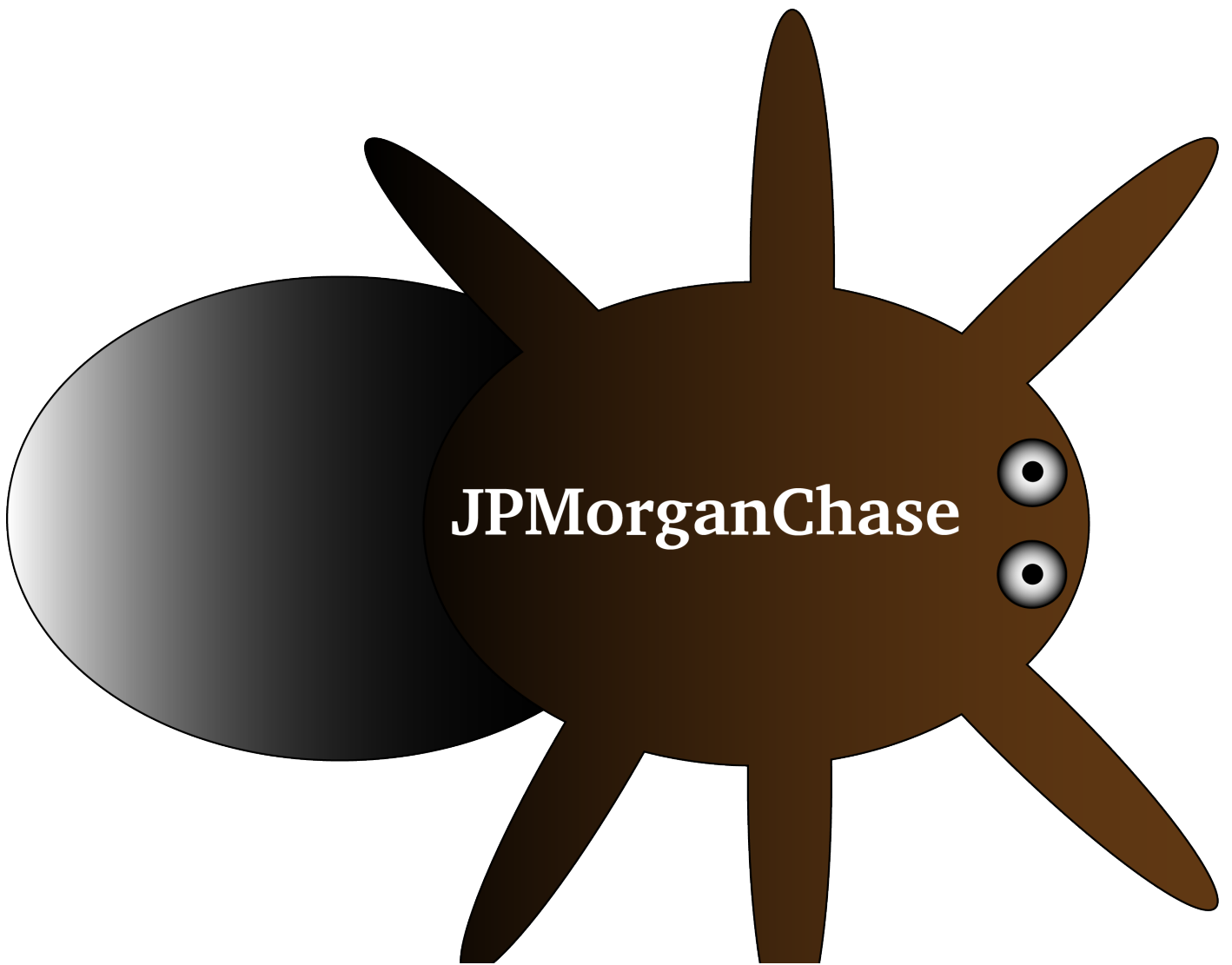
Oil Penguin



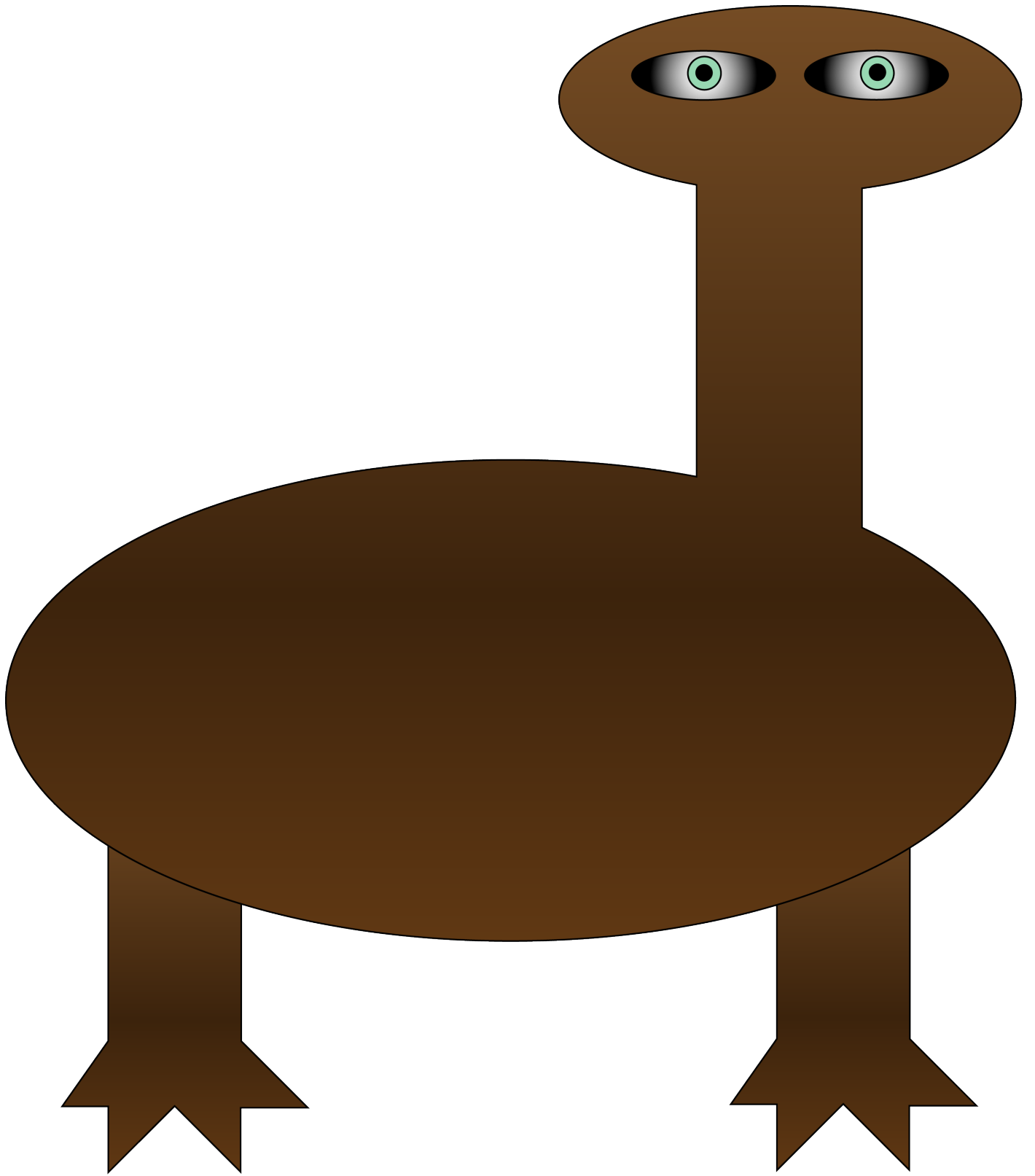
Oil Rhinocorn



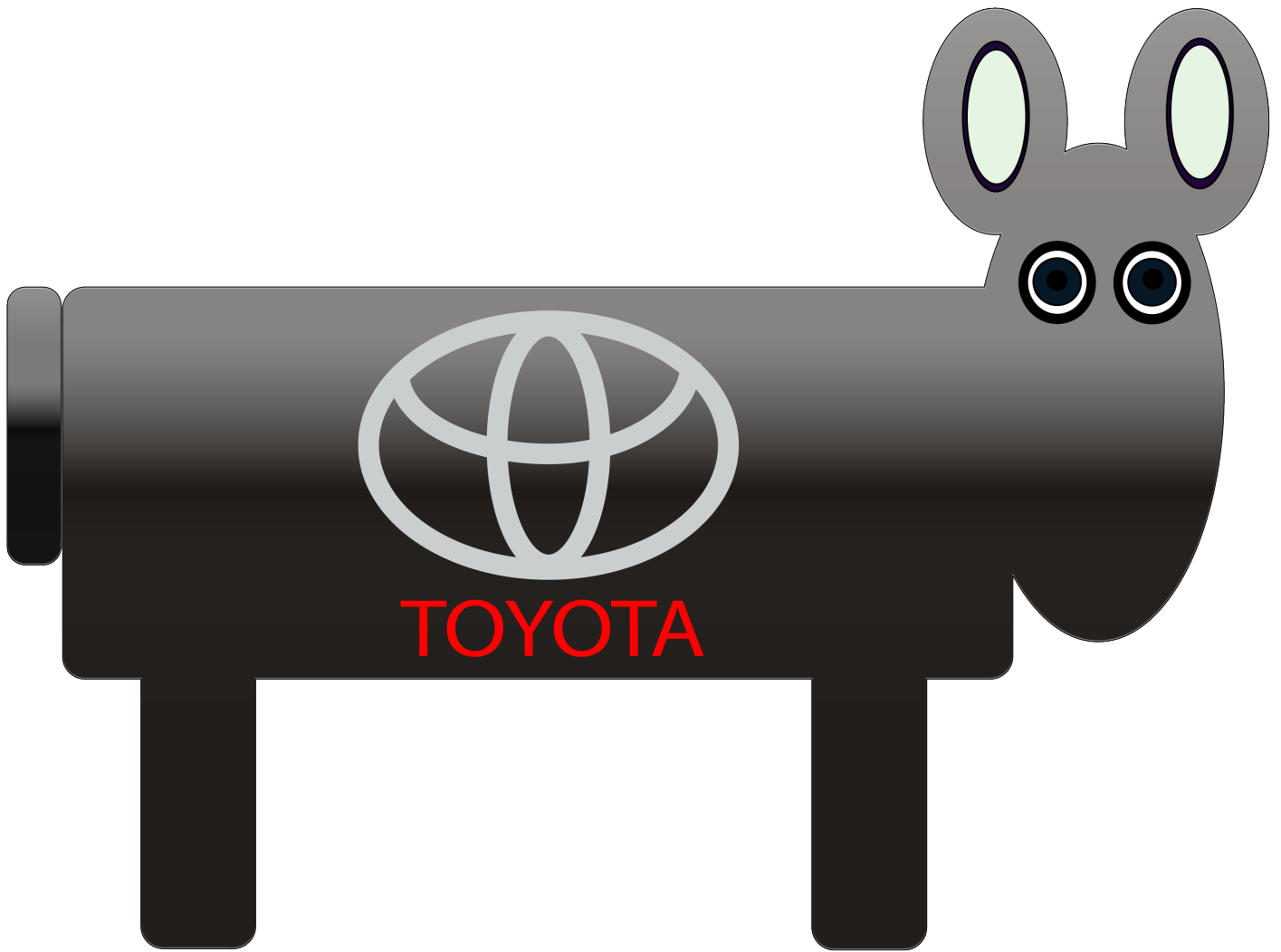
Oil Seal



Oil Spider



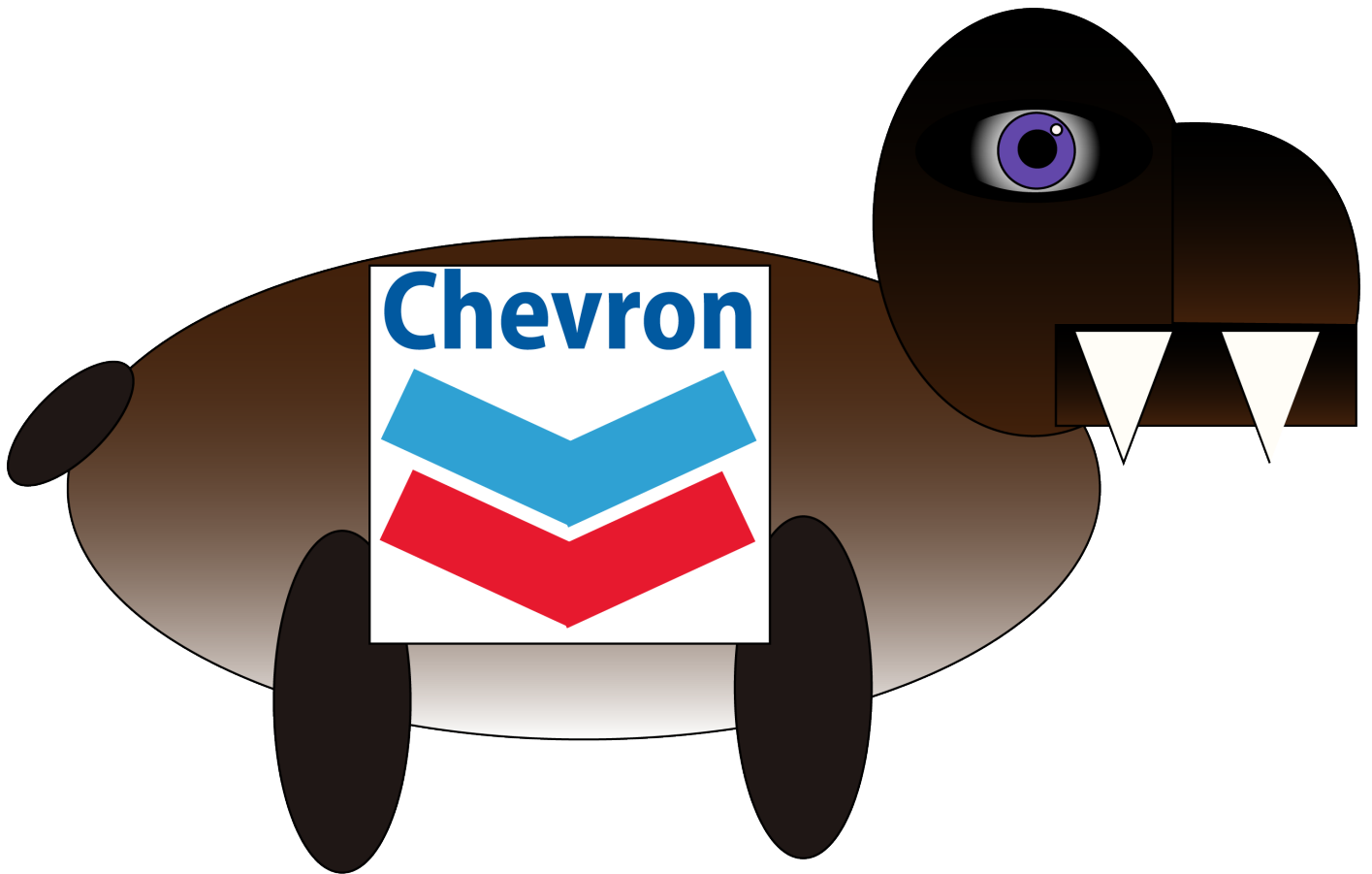
Oil Turtle



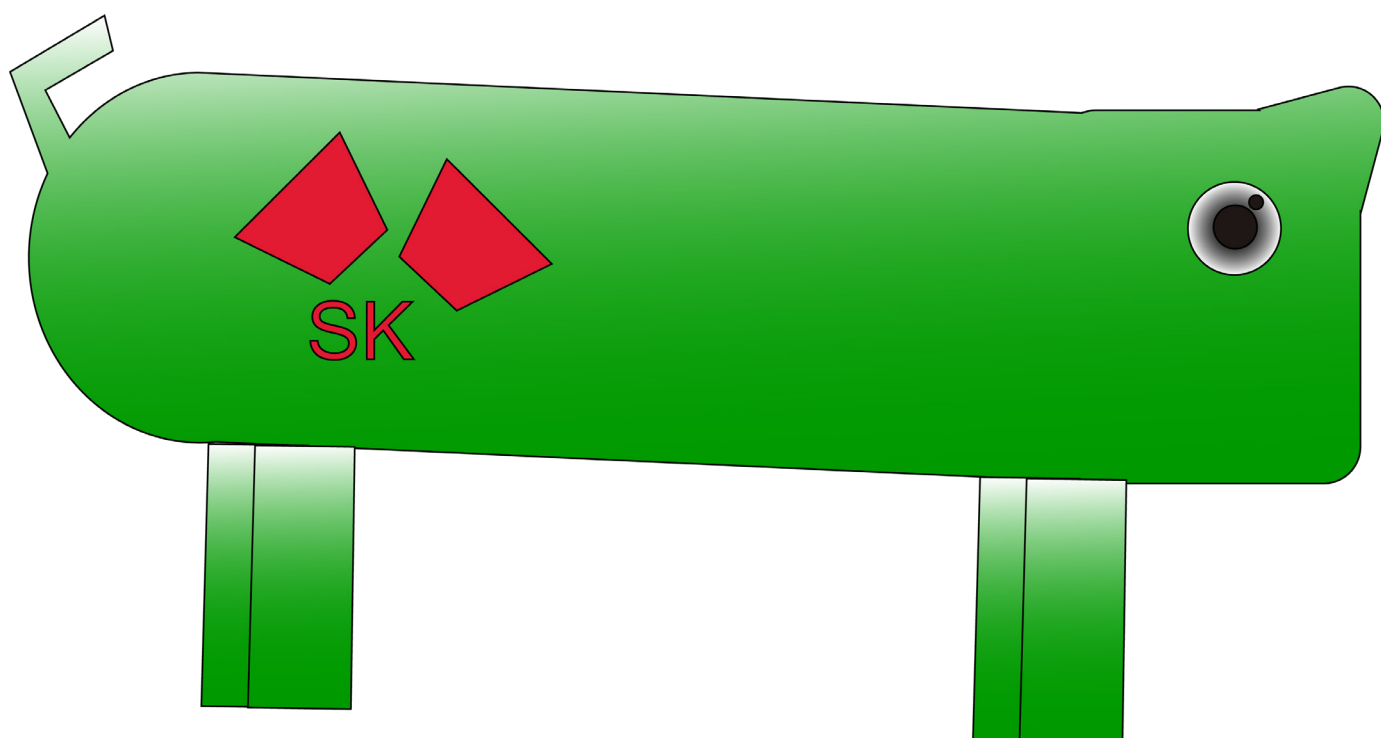
Oil Wolf



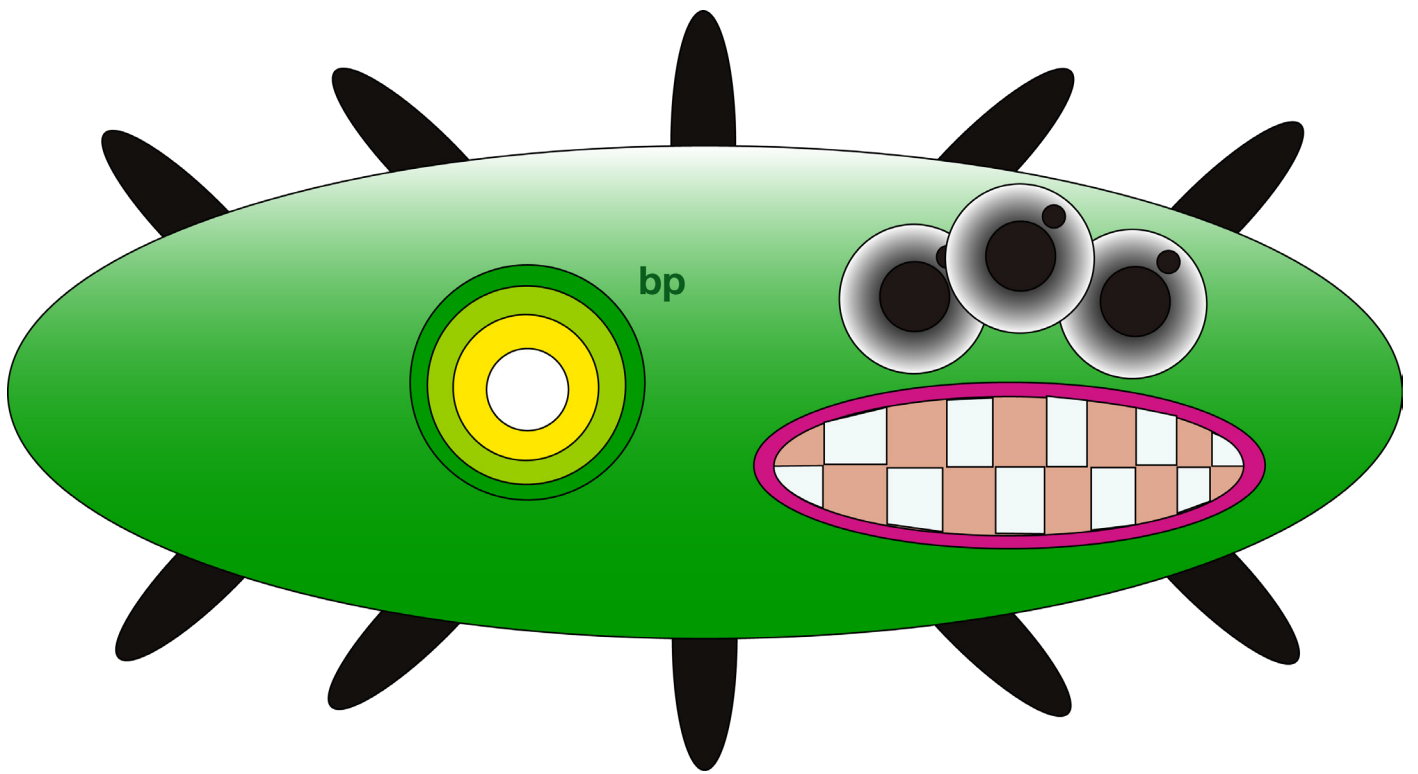
Oil Wiggler



Oil Mammal

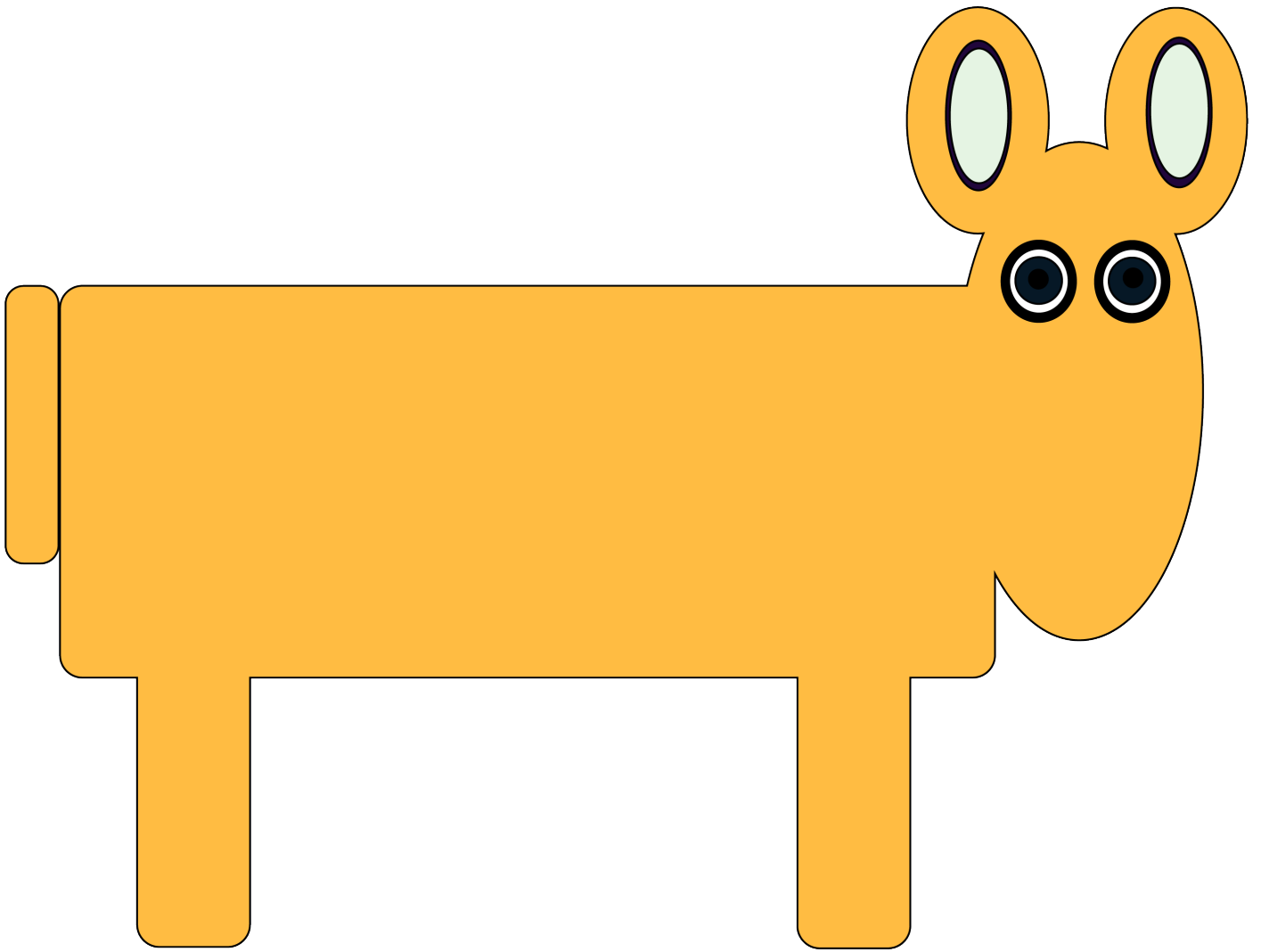


Oil Pig

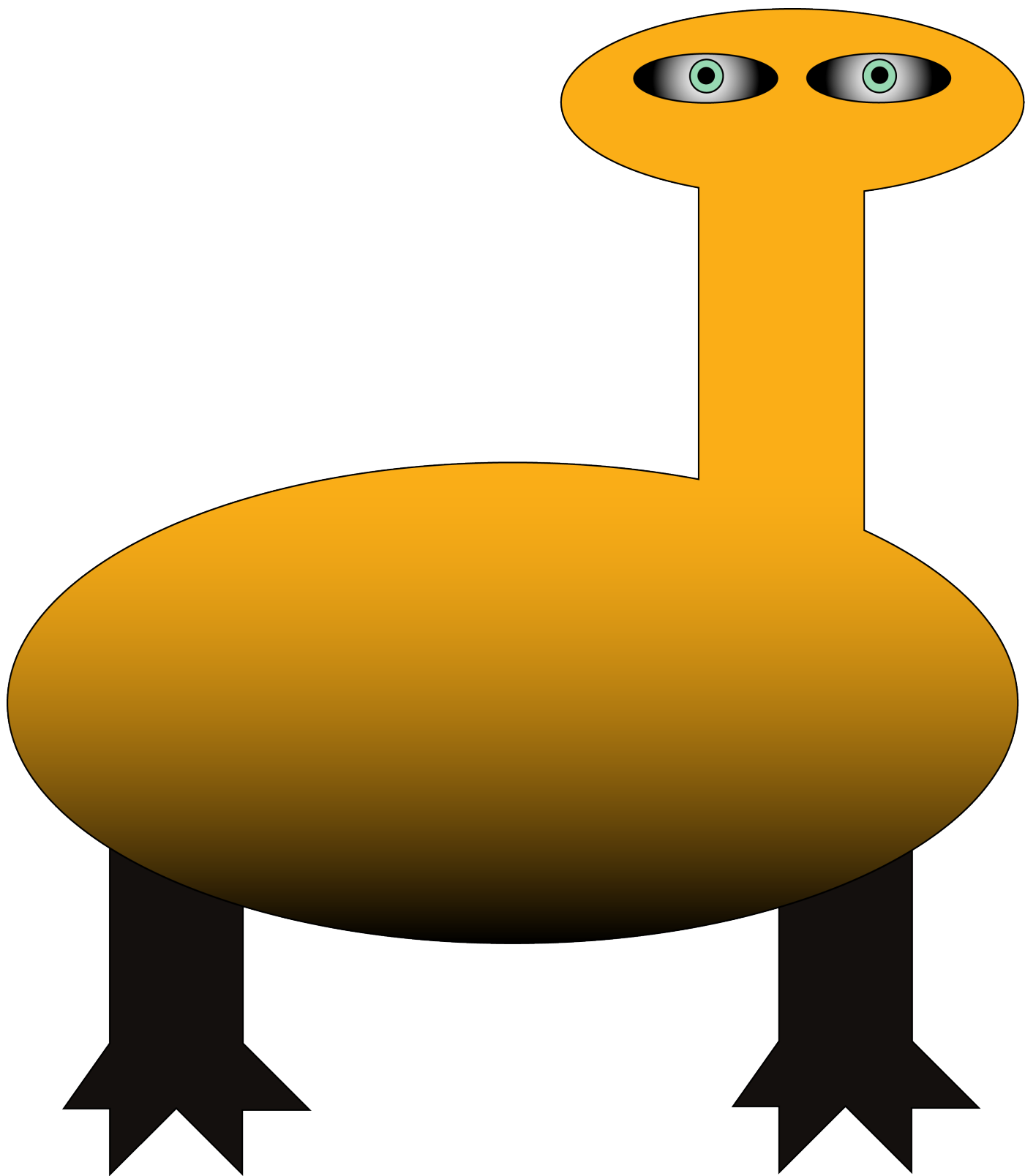


Oil Worm

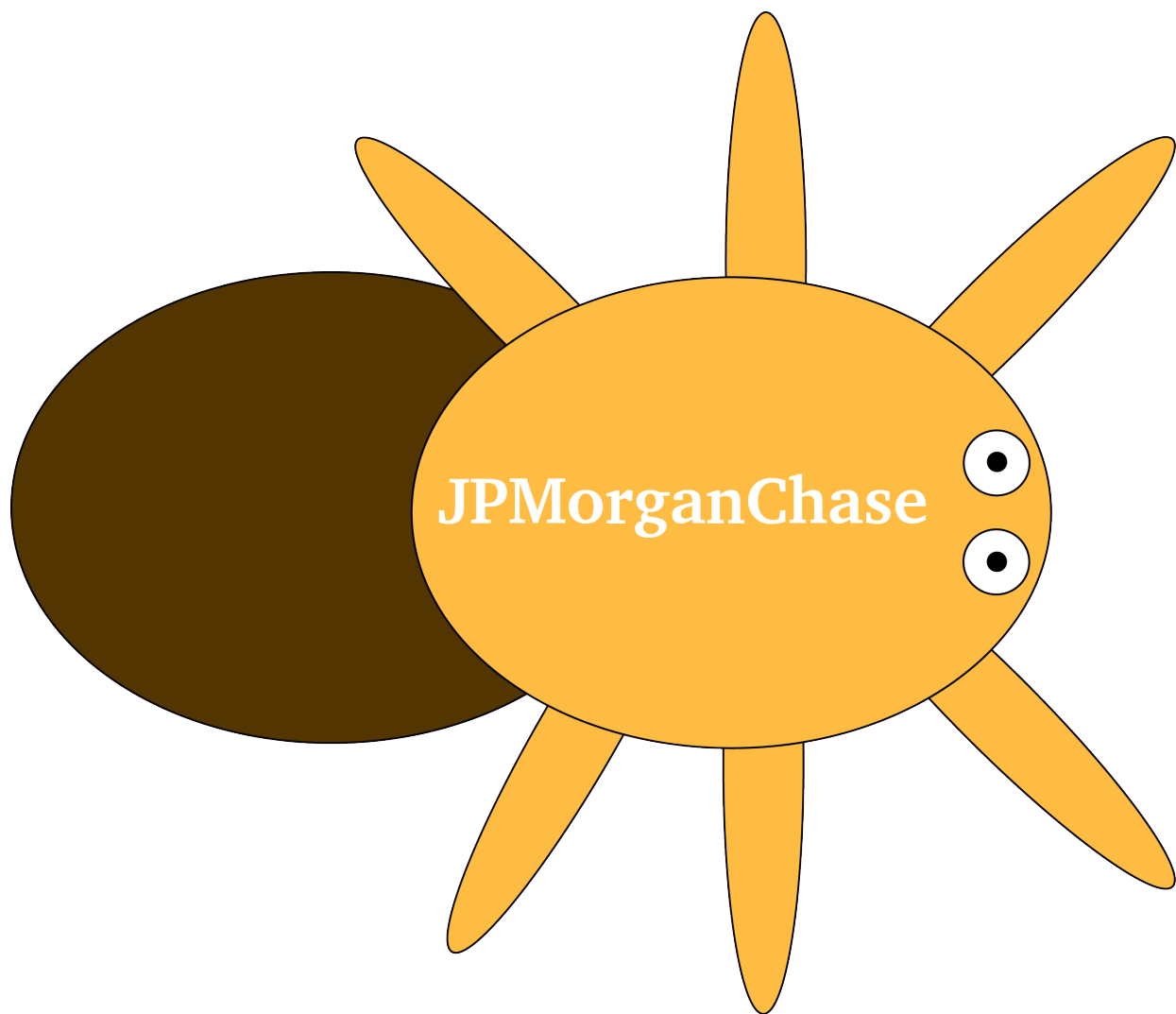
The Oil Monsters with Shields



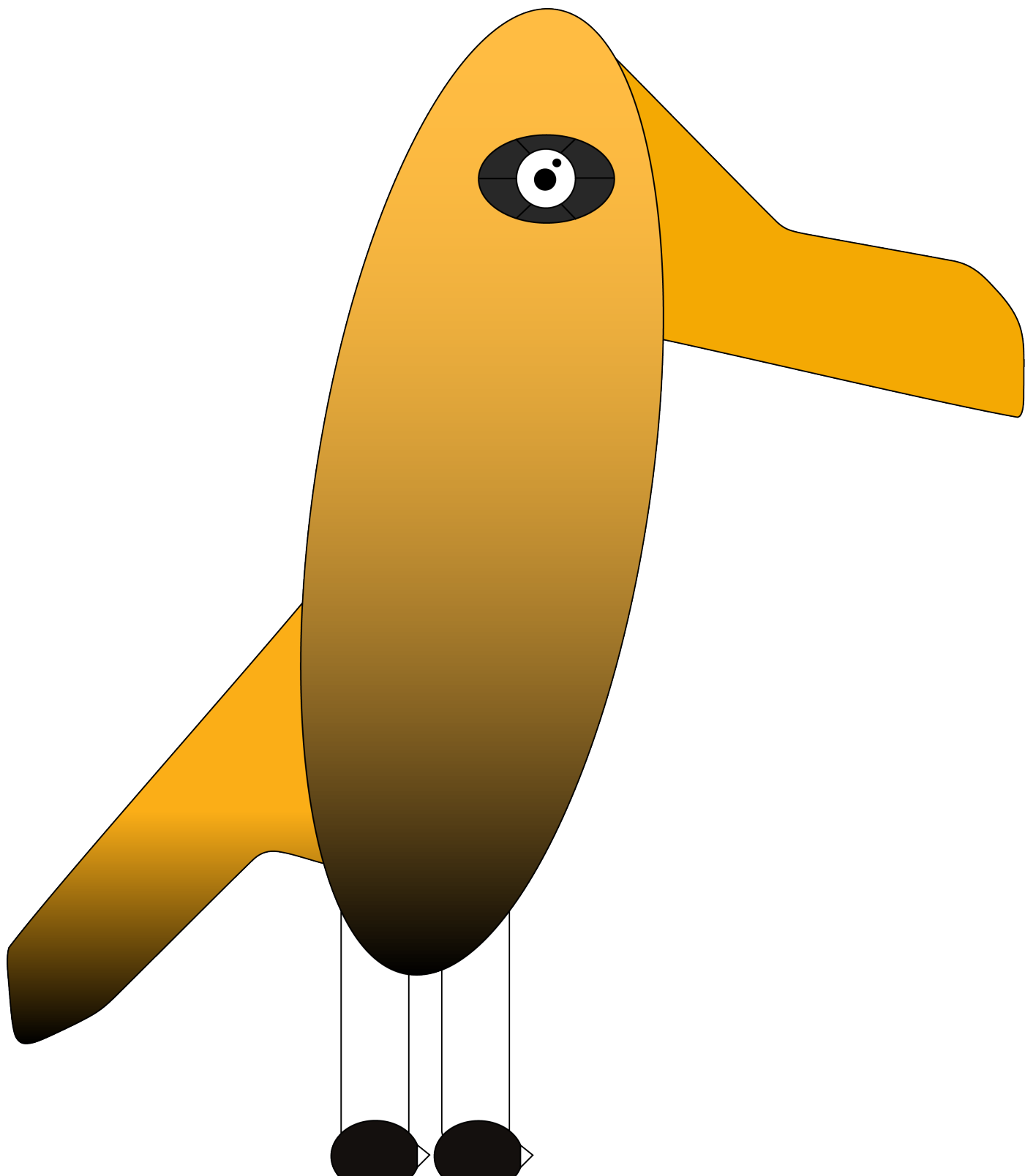
Oil Wolf (Shield)



Oil Turtle (Shield)



Oil Spider (Shield)



Oil Penguin (Shield)

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