**CHAPTER 1**

* 1. **Project Context**

In our everyday lives we have choices that will affect our future selves. We might not see it immediately but they are there. The clothes that we choose to wear, which route we use to take to a certain location, and what food to eat are a couple of these decisions. Planning these ‘trivial’ things can be very beneficial to you. Why you choose is also very important, it could be that you choose to take a certain route to get to your destination faster or to finish another task on the way to your destination. This is where strategic thinking becomes more relevant, not only that, but also critical self-analysis.

Both strategic thinking and critical self-analysis will help you get through your day more efficiently. Strategic thinking helps you to know what are your goals today and how do you propose to achieve them. This assists you to plan your actions accordingly to what you have ahead. Critical self-analysis will help you to see what your plan’s flaws are and what you can do to make them better.

Many people today do not have strategic thinking and critical self-analysis. They plan little to nothing for their day and they suffer more stress when rushing to do things and sometimes do their jobs worse than when they are not rushing to finish. Lacking critical self-analysis will impede the person’s growth and improvement because they will rarely think about what their flaws are and how they will fix them.

We propose a PC-based Tower Defense game where the player could learn to strategize, to think ahead of the enemy, and plan their actions accordingly.

**1.2 Purpose and Description**

The game’s campaign comprises of one storyline from two different perspective, one from the Aswangs and the other from the people. Chronologically the Aswang campaign should be played first. The story follows the Aswang as they conquer the Land from Mindanao to Luzon destroying and defeating village after village. When you play as the Aswang you choose and queue which kind and how many minions you want to send through the gauntlet and try to beat the human village.

The Human campaign takes place after the events of the Aswang campaign. Once you start the campaign you play as a new chief of a village not yet reached by the enemies. You start in a small village in the far north, building your towers to defend the village. After defeating and driving back the enemies you then slowly make your way rebuilding and defending villages southward trying to drive back the enemies more and more. You push them back until the last stage where you take a last stand against the Aswangs.

Both campaigns contain a small tutorial for each side as each side plays much differently from each other. The tutorials and campaign teach you the games mechanics.

The last game mode that we have is versus mode where two (2) players can face off with each other, one as the Aswang and the other as the Humans. The multiplayer will be available through a LAN connection. The goal of each time is the same as the campaign, the Human’s goal is to survive the onslaught of enemies while the Aswang’s goal is to destroy and conquer the Human village. The Humans win when the Aswang has depleted its number of waves and resources. And the Aswangs win if they manage to destroy the Village.

The games towers as you progress will have more abilities and upgrades unlocked as you progress. Some of these are more powerful weapons and faster fire-rate. Another trait that you can unlock is the ability to change how your towers behave, which targets to attack first and which ones to ignore.

This game can help improve a person’s strategic planning and critical self-analysis skills. There are many strategic elements in this game that could help improve your strategic planning skills. You have to plan where to place each tower will be, when to build the towers, and creating behaviors to improve tower efficiency. Your critical self-analysis can be improved after every game especially when you are defeated. This way you will think about what you did wrong in your last game and how you can improve.

**1.3 Project Objectives**

        The main objective of the project is to develop ” Game Title” a PC-based Tower Defense game that will enhance the players capability in formulating logic and resource management

Specifically:

1. To design the game using UML designing tools
2. To construct the project's gameplay and plot
3. To create and model the game using Blender and Photoshop CC 2015
4. To develop the game using Unity 3D and C# scripting.
5. To evaluate the acceptability of the game using the ISO/IEC

**1.4** **Project Scope and Limitations**

The project will primarily focus on the development of a tower defense game with 2 campaigns one as the Humans and the other as the Aswangs. The game will also have a two player game mode where two players can play against each other as one of the sides over a LAN connection. It has a birds-eye-view point of view. The game is divided into three parts known as ‘islands’. Each island has three levels each known as ‘villages’. Each village is unlocked by completing the village before.

The game will be playable in Windows, at least Windows 7 upwards. The game will require at least 2GB of RAM and a dedicated graphics card for better performance.