PHASE 1: PROTOTYPE

* Goal
  + Establish basic version of house defense gameplay loop
  + Determine if gameplay concept is fun

PHASE 2: RECONSTRUCT

* Goal
  + Rebuild prototype mechanics and gameplay with more extendable systems
  + Placeholder art, don’t focus on finalizing anything. Just aiming for minimum viable product (most basic way to get the most basic gameplay in a good place)
    - MAKE SURE CODE IS CLEAN AND EXTENDABLE THO

PHASE 3: DEFINE SCOPE

* Goal
  + Clearly define:
    - Amount of playable content
    - All player abilities
    - List all necessary systems (inventory, timer, enemy spawn director, random chance director, etc)
    - Enemies
    - Environmental Interactions
  + Keep it reasonable and don’t overscope
  + Finalize art style

PHASE 4: CONCEPT + DESIGN

* Goal
  + Establish final workflow to finish project WITHOUT DOING CODE
    - Split all content planned previously into actionable tasks
    - Design levels
    - Design abilities so they are ready to be put into code for testing/tweaking
    - Design all enemies
    - Design all environmental interactions
    - MAKE SURE ALL DESIGNS HAVE ALL NECESSARY STATS AND FIELDS TO SIMPLIFY THE CODING PROCESS
  + Finalize art design for all concepts above

PHASE 5: IMPLEMENT MECHANICS

* Goal
  + Implement all tasks from previous phase
    - Begin with simplest possible implementation
    - Expand until original concept is fulfilled
    - Establish framework for levels/stages/playable content
  + Check that all mechanics function together in same gameplay environment
    - Nothing breaks
  + First pass art/animations for all mechanics
  + Game should look almost finished at this point

PHASE 6: FINISH

* Goal
  + Design and implement all playable content
  + Final drafts of all art/animations
  + Polish systems so they feel good
  + THEN Playtest content for feedback and tweaks
    - Tweak mechanic balance based on feedback
    - Adjust art based on feedback
    - Repeat until game feels satisfactory (DO NOT SPEND TOO MUCH TIME)