Game Design Document

Glitch Garden

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# Game Description and Scope

A basic clone of the popular Plants vs. Zombies.

* The object of the game is to stop animals from entering your house.
* Animals come in randomly from the right.
* Animals are limited in their spawn position to one of five horizontal lanes.
* The player can place defenses in any of the lanes in the garden
* Defense placement is limited to one of nine columns, only one per square at a time.
* Defense types include projectiles, and blockers.
* When a projectile hits an animal it takes damage.
* When an animal hits a plant or blocker, it starts damaging it.
* When animals take a finite amount of damage, they disappear.
* Animals do not collide with each other.
* Projectiles do not collide with defenses or other seeds.
* When an animal reaches a defense it stops and deals damage.
* When the defense has taken sufficient damage, it dies and disappears from the scene.
* Animals start walking again once the defense disappears.
* Plants can be placed only when you have collected enough credits.
* You collect credits by placing a special type of collector plant which is defenseless.
* There are at least 2 types of animals (e.g. standard, jumping)
* There are at least 2 types of plants (e.g. sun producer, cactus)

# Assets

We will be sourcing most of the assets from