

3.0 - Current System(s) - if any or similar systems

Desktop Tower Defense - Flash-based Browser Game

Desktop Tower Defense is a flash-based browser game developed by Paul Preece in 2007. The goal of the game is to prevent a random number of enemies from reaching a specified point on the playing field. The player can prevent attack by upgrading or building towers to kill or weaken the wave of enemies. The game has three different complexity levels of game play: easy, medium, and hard, game play continues with more waves of enemies until the player runs out of lives.

Plants vs. Zombies - Multiplatform Game

Plants vs. Zombies is a multiplatform game originally designed for Microsoft Windows by PopCap Games in 2009. In this tower defense game, the players goal is to protect their house from the zombies by placing different types of plants in the lanes around the house. Each plant provides different offensive or defensive abilities used to prevent the zombies from making it to the house.

4.0 - Intended users and their interaction with the system

Users:

- People who enjoy playing tower defense games with beginner to advanced abilities

Uses:

- A challenging and fun gaming experience
- Tactical defensive and offensive strategy building

5.0 - Know interactions with other systems inside/outside the client organization

- Steam
- Origin
- Discord