

Project II

itch.io
github

Narrow your scope
2D
Limiting verbs
M < D < A

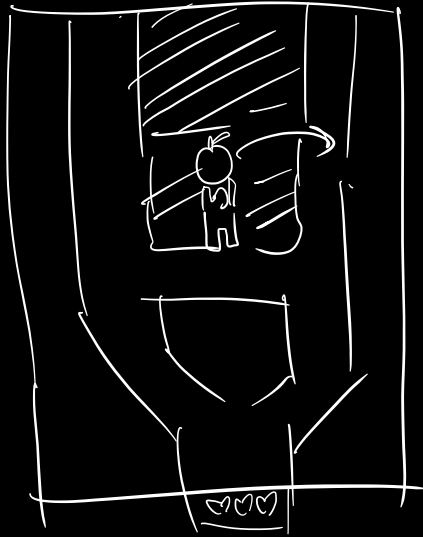
VERBS

plant / throw?

Tower defense?

NOUNS

Watermelon



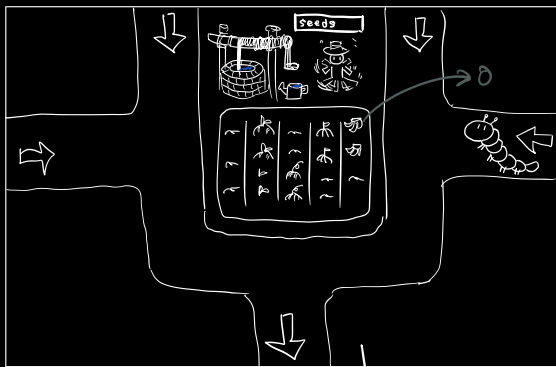
Construction

Tetris style

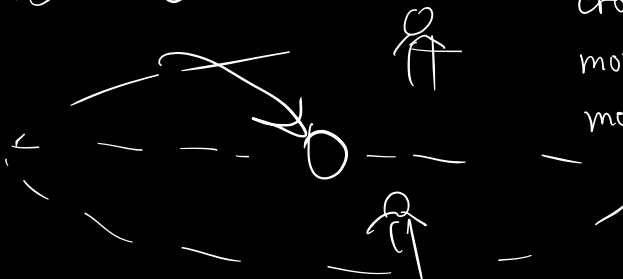
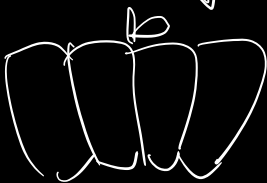
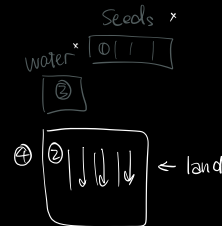
farmer defense

Melon Smash

bomb
bait food watermelon
trap



Sensation — sense pleasure
fantasy — make believe
narrative — unfolding story
challenge — obstacle course
fellowship — social framework
discovery — uncharted territory
expression — soap box (simony)
submission — mindless pastime



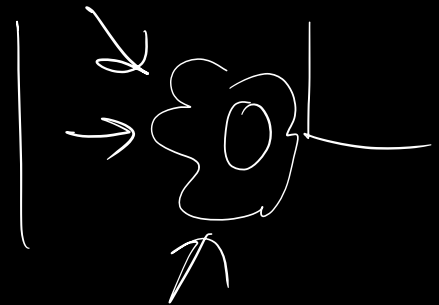
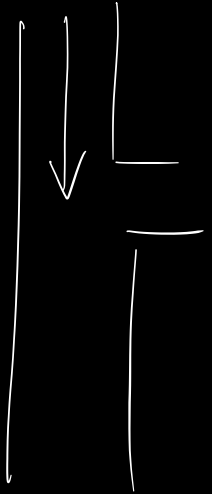
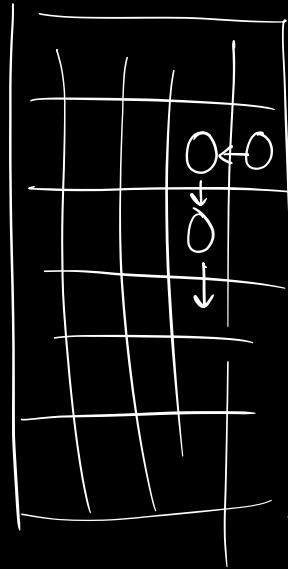
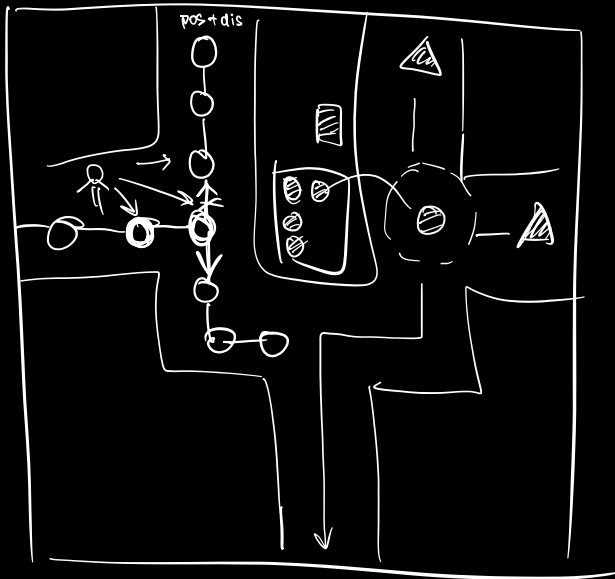
Upgrade [crop / player]

special items

crops grow faster

more crops

more damages



GOAL → playable version before 7/30

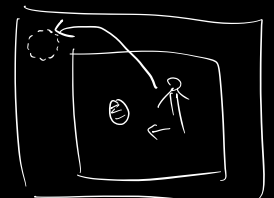
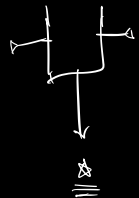
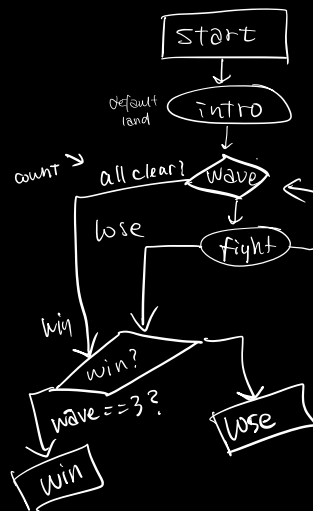
music - BAM & SFX

coding { AI movements
player actions
basic logic }

design { narrative
enemy
upgrade }

ART { MAP
player
enemy }

melons / effect 



← throw animation

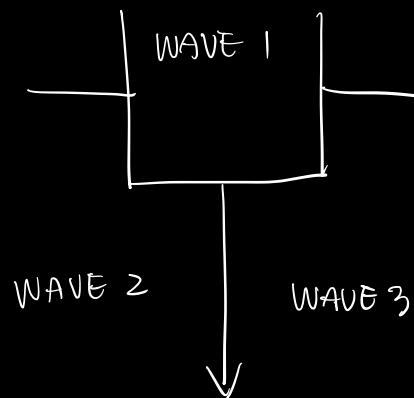
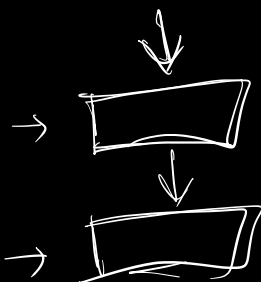
report

Intro rules stories

time

amount

Some sort of art



D Concept description — single tower tower defense

Aesthetic Goal — essential experience

OPD

YH Prototype strategy / plan

Brainstorm & communication