**GAME DESIGN DOCUMENT**

1. Story

Under the aggression of monster armies, human stood up bravely to against monsters. Unforturnally, they lack a talented captain and you are the one they need. Let’s command human armies to against dark power. Welcome to **Monster War**

1. Characters

**Model :**

+ Properties: mSprite

+ Func : update() , init(), getSprite(), setSprite(), setPos(), getPos(),

**Character:**

+ PropertiesmHp, mPrice,mDamage, mPrice, mSpeed

+ Func : decreaseHP(),reBorn()

**Human:**

+ Properties:mRange

+ Func :

**Monster:**

+ Properties:

+ Func :

**Item:**

+ Properties: mStep

+func: increase

1. Gameplay

The tower is laid in the right corner of screen. Your mission is prevent towel from dark armies’ attack. In the top - left corner of screen, there is a set of soldiers which includes several kinds of soldiers, that you can drag and drop them to certain positions. Soldiers will attack enemies automatically. Enimies are going to move from left side of screen to tower. When enimies are killed, they will fall down and drop coins. In the bottom area , there is a “wild ambulance” that can get coins and revive your soldies and even enimies at the position where they died before and they’re going to do their missions. If HP of the tower is 0, you will lose.

1. Art



1. User Interface, Game Controls