**Tower Defence 2D (Scout Defense)**

**Credits:**

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**Inhoudsopgave**

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**Game description**

**Game title:** (Scout Defense)

**Platfromer:** PC

**Genre:** 2D Tower Defence

**Developpers:**

Daniel Brand

Pim Horeman

**·        Artists:**

Amber Kalverboer

Twan Bijpost

Amber Huiskes

**Game play**

In (Scout Defense) you play as a scouting team in the forest.  The opposing scouting team is out there to demolish your buidlings and steal your resources

Your goal is to defend your structures with the scouting units. You can build these units with the resources you collect from certain buildings like a farm or wood cutter. These buildings can be placed at predetermined places spread out over the map.

**Target market**

The target market for (Game Titel) are children of 12 years old.

Pars Pro Toto:

This is Anna. She is 12 years old and lives with her parents and brother in

Breda.

Anna goes through the week to school whereby she after school prefers to

relax and play a game. It must be an easy game and has to have an appealing

art style.

Every Friday evening she goes to a scouting club. This is her biggest hobby.

She discover and learns a lot of things that can become handy later in life. She

loves to be there because it’s always a  big experience for her and she is amazed by

what you can make with a couple of properties.

**Art and video**

**Assets pipeline**

https://trello.com/b/3lFpkmme/aim

base (treehouse)

base (upgrade)

base (dead animation)

towers (scouts)

tower (upgrade)

tower (attack animation)

tower (upgraded attack animation)

resource building (stone)

resource building (wood)

resource building metal

resource building (death animation

resource counter (bar)

health counter (bar)

**Production**

**Planning**

**Technical specs**

**Code versioning**

https://github.com/Daniel95/TowerDefense2D.git

**Code Objects**

GridInteraction

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Towers

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CameraMovement

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SpawnSystem

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LoadScenes

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SpawnGrid

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TowerUpgrade

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UserInput

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Waypoints

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MusicPlayer

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UI

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