[Scout Defense]

A real time Strategy game, Where you defend your treehouse from the other scout groups and by adding resources you can invest in them to gain more RP (Resource points) later on. You have to think carefully when you use your RP.

**Main features**

● Strategy, Tactical

● Scouting Group A (Good) vs Scouting Group B (Bad).

● Scouting Group A. (You defend your treehouse with your scouting team.)

● Singleplayer.

**Overview Player motivation**

–  Attack, Defend, Resouces, Maps, Destroy, Build, Upgrade, enemies.

**Genre**

– a tower defense game, Using the real time unity engine.

**(Licensed) material**

– Unity

**Target customer**

– 12 Year old kids.

**Competition**

– This game focuses on collecting resources more than others, and a scouting theme is friendly to kids but also tho than other kids theme’s.

**Design goals**

– Easy to understand.

– Friendly Towards kids.

– By capturing rescources you can get more RP, but can be destroyed.

**Further details**

– Using Grid system with isometrec view.

– Using Resource Buildings to increase or decrease your RP.