**Game design document**

This is the core systems that we need to have a MVP Before we start making art and talking about different variations of enemies, towers, “features”, etc.

Most of the skeletal system is code, most of the details are about code design and how the different systems interact between each other.

**MVP**

* Generic enemy/agent ---> Walks towards food, talks to tower projectiles.
* Generic Tower/entity → Shoots (ballistics), and talks (aim system?) with enemy agent.
* Level/Map grid system ---> geometry layout Squared? Hex?
* Placeholder art for prototyping.
* Objective → what to do to win/go to next level & what do do to avoid losing… win/lose/retry loop to test play etc.
* Game manager
* UI Handler
* Camera controls

Asdasdas