

Project Title: Deep Sea Defense

Project Description: Deep Sea Defense is a type of tower defense game that revolves around path-following enemies that you need to defeat! You are selected to place defense towers and ships to eliminate the alien sea monsters before they take over the defenses and infiltrate the country. You as the player, will have multiple options to construct your defenses, with a wide variety of defense towers and a variety of upgrades for each tower. A special powerup must also be chosen (Bomb drop, Big Boy missile, and Target lock), which can be activated once per heat. It is up to you how you decide to set up your towers and what powers you want to utilize, so choose wisely!

Deep Sea Defense will also feature a map editor where custom maps can be made! Along with multiple difficulties and levels, defending against the alien sea monsters will always be challenging!

Similar Projects: The most recognizable project to this game would be the *Bloons Tower Defense* game series:





Other similar tower defense games include *Plants vs. Zombies* and *Kingdom Rush Vengeance*:





Version Control/Backup Plan: I use version control and back up my work by managing everything in a GitHub repository. This way after every commit, I have backups of my code and the relevant changes I made.

