26/02/2023 Annoyed Fiends

## **Project Concept**

Other

the Enemies

1 Player Control	You control a		in this					
	Fiendish Character		Top Down / First Person gar			game		
	where		makes the player					
	Mouse & Keyboard		place Towers, shoot Fire-Beams					
			<u> </u>					
2 Basic Gameplay	During the game,			from				
	Enemies	a		ppear the Start of the Level				
	and the goal of the game is to							
	defeat all the Enemies and survive a set amount of Waves							
3	There will be sound effects			and particle effects				
Sound & Effects	while Towers shoot at Enemies			when Enemies get hit by a Projectile				
	[optional] There will also be							
	Background-Music in each Level							
4	As the game progresses,			making it				
Gameplay Mechanics	harder Enemies will appear			harder to survive without a good Strateg				
	[optional] There will also be							
5 User Interface	The will		wl	whenever				
	Player Money	Increase		the Player defeats Enemies or successfully survives a Wave				
	At the start of the game, the title and the game will end when							
	"Annoyed Fiends"	will appe			e Waves are successfully completed, e Player runs out of health points			

by pressing "Space", the Player can switch into the "Eye of Doom" and can manually shoot at

## **Project Timeline**

Milestone	Description	Due	
#1	- Functional feature(s) by milestone #1	mm/dd	
#2	- Functional feature(s) by milestone #2	mm/dd	
#3	- Functional feature(s) by milestone #3	mm/dd	
#4	- Functional feature(s) by milestone #4	mm/dd	
#5	- Functional feature(s) by milestone #5	mm/dd	
Backlog	<ul> <li>Feature on backlog - not a part of the minimum viable product</li> <li>Feature on backlog - not a part of the minimum viable product</li> <li>Feature on backlog - not a part of the minimum viable product</li> </ul>	mm/dd	

Project Sketch							