

## Four Sight:

- Why are you doing this?
  - Aside from the usual reasons of it being required for graduation and having something for my portfolio, I really just want to have a game that I can say I made by myself from start to finish that I am proud of.
- What is your motivation?
  - Similar to the last question, but mainly to make a game that people would enjoy.
- What are your goals for this project?
  - Make a fully functioning game that I can put up on Steam.
- What are your final deliverables (be specific)?
  - A Beta of the Game that is downloadable and playable online. The Game will consist of a standalone experience where a player can save and continue. The Game will have Roguelike, Deckbuilding, and Tower Defense elements.
- Who is your audience?
  - People who Like Tower defense games, Roguelikes, & Deckbuilders.
- What Software will you be using?
  - Unity, Photoshop, Creta.
- How much time a week do you have set aside to work on it?
  - ~12 hours a week
- What is your big picture process?
  - Concept & Pre-Production → Production → Testing & Polishing → Launch
- What are your potential issues?
  - Time Constraints along with Technical issues. By far the hardest part of this will be the AI. I have a plan for how I want to do it all, but there is the possibility of me having to shift, and or there being performance issues.
- How will you publicize the project?
  - Capstone Celebration, Word of Mouth, SGDA, LinkedIn
- Links to projects by professionals that are similar to the look and feel of your project
  - [Shape Break](#) (Tower Defense/Roguelike/Deckbuilder)
  - [Tower Tactics: Liberation](#) (Tower Defense/Roguelike/Deckbuilder)
  - [Tiny Tower Defense](#) (Pixel art/Tower Defense)