Game Design Document

Requirements:

* Clear end condition
* Challenging
* Varying difficulty
* Collisions
* Animations
* Unique :(

Unique:

* Content
* Weaopns
* Power ups
* Enemies
* Obsticles
* Mechanics
* Change the rules

This game will be a RTS. Where you need to build a base and fight AI till set time limit. The game will have few units (guards, peons, etc…) and few buildings (Main hall, barracks,…). The game will have bonus objectives for example: You might have to go defeat some special NPC to get time off or some item that will help you survive. The game will have 3. maps.