The purpose of this IT-Programming capstone project is to create a tower defense game with at least one map, 3 towers, each with 1 possible upgrade. It will be finished when the map, towers, enemies, and terrain is finished, and you can play start to finish without the program abending, the enemies going off the map, or the towers going off the map. The required skills that don’t need to be taught are general coding knowledge, but C# and Unity knowledge still need to be taught. By completing this project, the programmer will learn how to code in other languages learn time and project management and learn game design. To finish the project, the programmer needs to Make the design of the terrain, make the design of the enemies, make the design of the towers, and playtest and fix any errors. The project needs to be finished by March.