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| Section | Subsection | Details |
| Intro | Purpose of document | Brief description of project |
| Gameplay Basics | Player Goals | Don’t let enemies reach the end of the map. |
|  | Player controls | Select where to place, upgrade, or sell a tower, Camera |
| Gameplay specifications | Genre | Tower defense game (EX Kingdom Rush, Bloons TD 6) |
|  | Target Platform | Windows & Mac Computers |
|  | Components | Towers, Tower Upgrades, Enemies, Map(s) |
|  | Setting | Grid |