TowerDefense

Statistics of efforts:

Hours per person and major contributions:
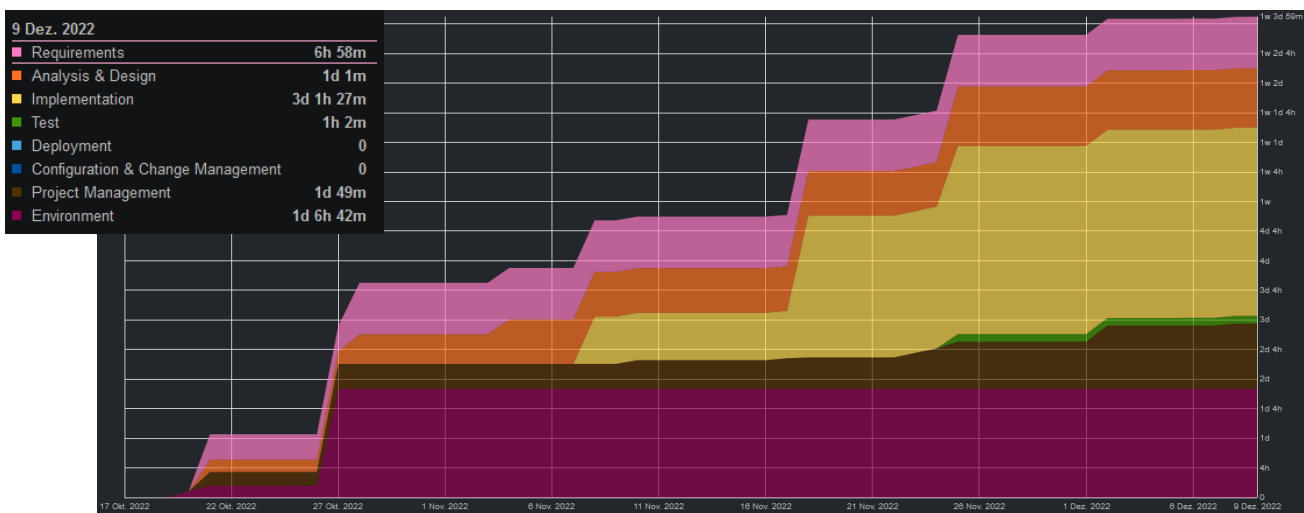
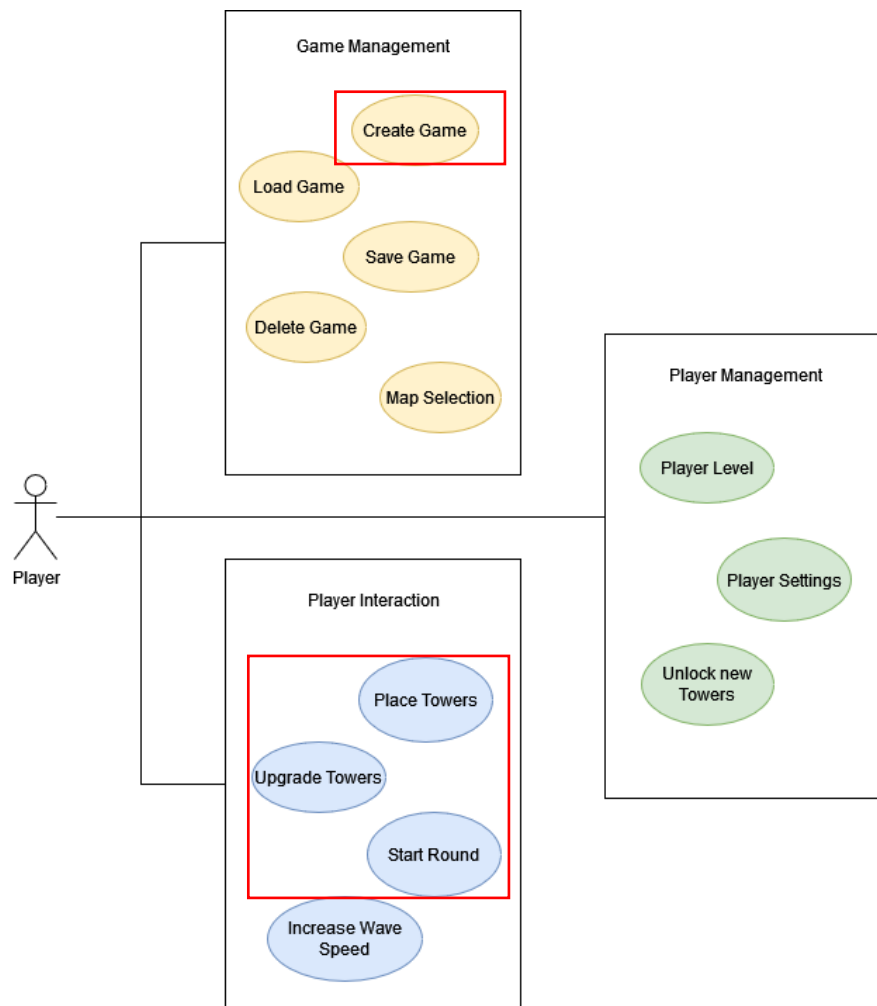| Benutzer	Zeitschätzung	Zeitaufwand
Gesamtzeit	**128h 30m**	**65h 14m**
!Team!		5h 25m
Johannes Methfessel		9h 49m
Lukas Weber		9h 54m
Nico Argast		9h 06m
Paul		14h 28m
Tim Wäckerle		16h 32m

- Team: Project Management, Bugfixing
- Johannes: Waypoints, Health System, Tower menu
- Lukas: Drag-And-Drop, QA, UI Management
- Nico: Design, Testing
- Paul: Financial System, UI Management, Waves
- Tim: Tower, Start menu, Target System

Hours per Phases:

9 Dez. 2022	
Inception	3d 1h 48m
Elaboration	6h 12m
Construction	3d 2h 29m
Transition	0

Hours per Workflow:

9 Dez. 2022	
Requirements	6h 58m
Analysis & Design	1d 1m
Implementation	3d 1h 27m
Test	1h 2m
Deployment	0
Configuration & Change Management	0
Project Management	1d 49m
Environment	1d 6h 42m
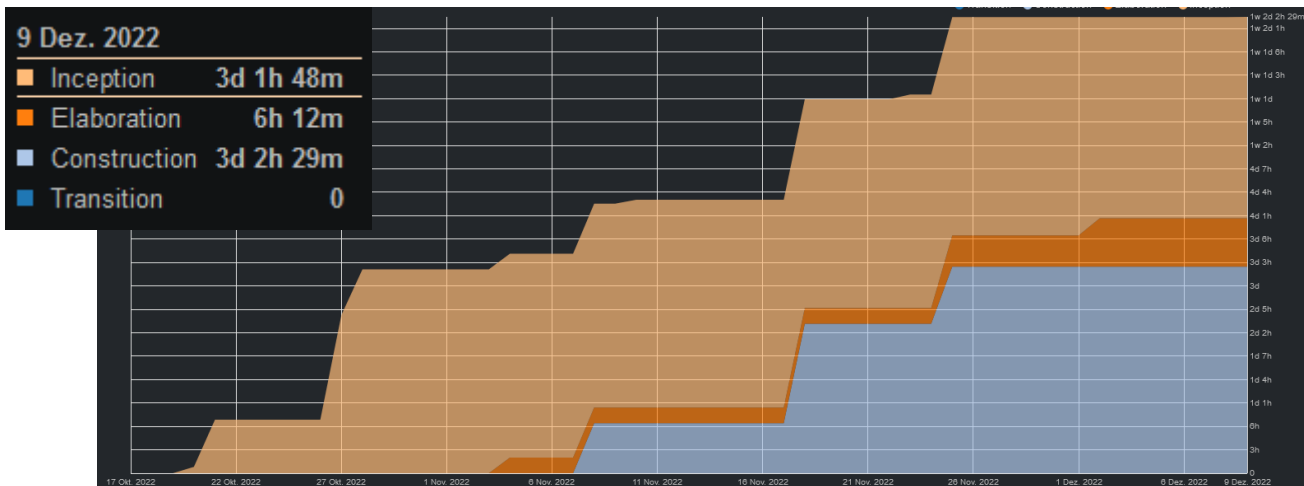
Goal:

Inspired by games like Bloons TD we want to make a unique take on the Tower Defense genre. To achieve that we create our own individual design for the map, towers and enemies. Additionally we try to add new features which popular Tower Defense games haven't implemented yet.

Architecture Style:

Our game is based on an event-driven software architecture design with mediator topology. The game will be developed entirely with Unity using C#-Scripts for coding the logic.

We decided to use Unity because it is one of the most popular game engines for mobile game development. The event-driven software architecture is given by Unity.

Software Tools:

- Unity
- C#
- GitHub
- YouTrack