**Game design document**

**Game description:**

Zzen is a real time tower defense game, you protect your “brain” or “inner self” against bad thought. These bad thoughts are displayed by floating orbs of red and black colors. The way to defend yourself is by placing towers all on the map. These towers are primarily displayed as trees in a garden.

The player will have acces to 3 different trees in the game, these trees are:

**The cactus:**

A short ranged plant that will spit out spikes every few seconds

**Normal tree:**

A fairly standard tower that will shoot out a damaging burst every few seconds.

**3 ED TREE NEEDED**

**Target market:**

The game is aimed at woman with children. These people have a fairly stressed out life and will enjoy this game for its relaxing vibes and chill atmosfere.

**Art and video:**

The art of Zzen will be mostly focused on pastel colors. These colors are going to be used in the trees and levels. The enemy’s will mostly be made out of darker colors to reflect the bad things they are suppose to be.

**Asset pipeline:**

**Production schedule:**

**Planning:**

**Technical specs:**

**Coding versioning:**

Our github will coves this subject:

https://github.com/Jeffreeyy/Zzen

**Technical specs 2:**

**Code objects:**