**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 access to 3 different trees in the game, these trees are:

**The cactus:**

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

**Blossom tree:**

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

**Bonsai tree:**

Fires a small bomb that hits the first enemy and then explodes.

**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.

**Player flow example:**

Johana start up the game to relax a bit after a hard day of childcare. She start up the game and presses start to play the game. Hearing the music calms her down a bit and she moves a bit to get comfortable. After starting the game her first view enemies pop up to invade her mind (in the game). She plants down a few trees to defend herself. The calming graphics and music make her feel relaxed and she waits a few seconds for the next enemies. After defeating them she sees the WIN pop up screen and hears a cheery

**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 supposed to be.

**Asset list:**

Towers

Enemies

Map

GUI

Waypoints of enemies

Bullets for towers

**Asset pipeline:**

As the developer I want a map since this will able to player to interact with my world.  
As the player I want a UI so I can easily control the game.  
As the developer I want good art in the game since that attract the player to the game.  
As the player I want enemy’s so I will have a challenge.  
As the player I want towers so I can fight this challenge.  
As the player I want upgrades so the game is more interesting.  
As the developer I want to make good code, so the game runs smoothly.  
As the developer I want good gameplay because that make the game more fun to play.  
As the developer I think the enemy should walk to the objective, this makes the game harder.  
As the player I want more levels, this makes the game more durable.  
As the developer I want the levels to get harder since this will make the levels more fun to complete.  
As the player I want the game to be relaxing.  
As the developer I expect the artist to deliver relaxing graphics and music to suit the relaxing needs.  
As the player I want the game to give me a satisfying ending to a level, winning or losing.  
As the developer I want to put a good ending to levels with a scoring system.

**Production schedule:**

Refer to the Trello for this subject:

https://trello.com/b/LTNaxz2c/aim

**Planning:**

This Trello will be used for the planning:

https://trello.com/b/LTNaxz2c/aim

**Technical specs:**

The game is going to be written in C# and build inside of Unity 5 in the 2D preset. We are going to work with code convention and GitHub to make our work easier to read and access.

**Coding versioning:**

Our GitHub will cover this subject:

https://github.com/Jeffreeyy/Zzen

**Code objects:**