**Tower Dream**

**Project Charter**

Team 15

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**Problem Statement:**

The goal of this project is to create a tower defense game in which players are able to not only build defenses to ward off enemies, but also be on the offensive by spending resources to deploy their own troops. Often when we have played tower defense type games in the past, there was only one objective: to build enough to defeat all waves of enemies. However, we plan to twist the game’s fundamentals to achieve a more modern style of gameplay.

**Project Objectives:**

* Build a new tower defense game application
* Allow users to create the new accounts as they first enter the game, and login in to their accounts afterwards
* Allow users to save the game process on the back end server and restore the game after they come back to the game
* Allow users to spend the resources to deploy own troops, and build defenses to ward off enemies
* Provide users with an interface in which they can choose what unit or tower to build
* Allow users to remove the towers and build the new tower based on their strategies
* Have different player modes to allow multiple users to enter the game and play the game
* Allow users to upload their final scores on the server, and be able to see their ranking on the leaderboards

**Stakeholders:**

1. Developers: Yixiong He, Tiger Lu, Kevin Jiang, Weifeng Huang, Zhe Chen
2. Users: Those that will be playing the game.
3. Project Coordinator: Brandon Marx
4. Project Owners: Yixiong He, Tiger Lu, Kevin Jiang, Weifeng Huang, Zhe Chen
5. Steering committee: Yixiong He, Tiger Lu, Kevin Jiang, Weifeng Huang, Zhe Chen

**Deliverables:**

1. The project will use unity as a development platform.
2. The game will run on any operating system
3. The game that will be delivered will have a user friendly environment, and will be platform independent.