## "Dining Defense"

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1. Problem statement:

Tower defense has been a very popular genre for online games. However, there is something we feel all tower defense games are missing: putting you in a 1v1 battle against another player. The playmode for tower defense games have been nothing but offline against AI. We want to bring our users a new and fresh online 1vs1 tower defense game which has a high controllability with a fast paced strategic game style. Additionally, a vast majority of the tower defense games out there in the market are either about fantasy, military or sci-fi. We hope to further differentiate our game from the masses by adding a theme of food to the game.

2. Objectives:
- Allow users to challenge another player to a 1v1 tower defense game
  - To begin with, we will make the game offline vs. AI
  - If time allows, we will add multiplayer functionality
- Create aesthetically pleasing tiled maps
  - If time allows, make these maps procedurally generated
- Add a variety of food-themed offensive troops a defensive traps/towers
- Allow users to build and upgrade their base by paying some sort of in game currency that is generated over time and by destroying enemy troops and turrets
- Allow users to deploy minions against their opponent
  - Minions will automatically got towards and attack the nearest target

3. Stakeholders:
- Users: Any person throughout the world without a restriction on age
- Developers: Abdalla A Almazmi, Anna Benjamin, Bangqin Lin, Mason P Herhusky, Michael Goldman, & Wei Zhang
- Project Manager: Mason Herhusky is the scrum master
- Project Owner: All the developers stated above, and our project coordinator Bekmurat Spayev

4. Deliverables:
- A cross-platform (PC priority) tower defense game that allows both defense and offense.
- Platform(s): PC(priority), mobile platform, web game. Unity allows easy porting to multiple platforms with slight optimizations.
- Unity for frontend/game mechanics development
- If online mode is implemented, scripting for backend server setup with the help of Unity networking assets