A. Jake Mitchell
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B. Title: Hacker Defense

C. Description: A Tower Defense game created using Processing, which incorporates polymorphism for units, and good object oriented mentality in creating the game.

D. Actors: Students bored in class, train commuters, anyone that enjoys playing games

E. Functionality:
   a. Ability to place towers on map
   b. Spawn minions to attack base
   c. Pathfinding for minions
   d. Different types of minions
   e. Title Screen with adjustable settings
   f. Wide variety of different towers with different abilities
   g. Have a DataBase (Local/ world wide) to store high scores

F. Stretch Functionality:
   a. Multiplayer
   b. Tower upgrade system