Introduction

The current name of my project is Tower Defense Game. This is a place holder until I figure out a better name to fit what i want to build. My game is a basic tower/base defense game with the twist of having a usable hero to interact with the map. This can include placing obstacles like barbed wire barriers and turrets to defend the base. The player will also be able to repair things and use abilities that cost resources. This will bring an element to the game where the player must decide to use resources for powerful abilities or base upgrades.

On this project for the class I will be a solo developer. To introduce myself my name is sean richardson and I am a 30-year-old senior. Prior to school and this class was member of the United States navy in the submarine force for 8 years. I feel this time has given me advantages and disadvantages. I fell i have an advantage of being able to be goal oriented and organized but disadvantaged in the knowledge department. The time and knowledge required to make something great does scare me a little bit but I'm excited to try

Purpose of the paper

The purpose of this paper/report is to create a resource to keep me on track and align with my goals for the project. This assignment is good for me to help me stay organized and not hop from task to task and finish important parts of the game. This document will help me think broader about all of the tasks outside of the game that I also need to do to make sure the game succeeds

Define Roles

Since I will be a solo dev, I will take on all roles of the team, these roles might include

Project lead

Creative Designer/Ideas: This role oversees finding the core ideas for the game and game theme/ setting

Promoter/feedback manager: this role will go out and make sure people know about the game and locate all Feeback given on the forums they promote on

Coder: this role is the heart of the game they make sure the core mechanics work and are engaging

Tester: This role will test all mechanics in the game and make sure they all work and are engaging

sound design: this role will handle all sound in the game. This can be into music, in game music, all sound needed for all game objects like the turrets and the player, and the enemies

and UI designer: this role will handle all implantation of all UI elements required for the game to function

Now these roles can be larger and smaller depending on premade assets, but still a large number of tasks to keep track of.

Deadlines and Milestones

This section will cover important milestones for the project

Milestone 1 Finishing Core mechanics for the game: This would include the waypoint system for the enemies' projectiles and projectile tracking for the turrets, health for turrets and home base, and player character mechanics like shooting a placing object in the world. This will be the one and only milestone until it is completed.

If completed

Milestone 2 UI incorporation: This milestone will include things Main menu design, settings page, and a UI store for the player weather that is always a pop-up menu or just on the screen

Milestone three if reached: adding more mechanics to flesh out the game, this would be like different enemy types, boss monsters/waves, turret types, player abilities or maybe different heroes.

I will only put these milestones down due to my knowledge of how projects have gone in the past for me I want to be realistic, and I think my professor has helped me think in ways that help me bring my ideas down to my abilities. This also includes time left for the project.

Flexibility

I will keep this section brief since there aren't many milestones. My goal for the project is a game that fully works mechanically. I want this to be something that I can actually be proud of. My plan is to cut milestones if I have issues or if tasks are taking me to long

Conclusion

In conclusion the development of my tower defense game will be exciting but also a very challenging journey, especially as a solo developer. By clearly defining the purpose of this project and breaking it down into important milestones I can create a structure to stay organized and focused. My milestones allow me to be realistic in my thought process and focused on what I think is important. While there are many roles to fill and tasks to complete, I am motivated to create a functional and engaging version of a tower defense game. Ultimately I am committed to producing a game that people can enjoy even for a moment and look forward to seeing this project evolve over time.