**Game Design Document**

* Turn-based strategy game
* Campaign
* Inspiration: Factorio, Worms, Tower Defence, Tower Offence,
* WW2 Theme
* Story: Squad gets kidnapped, need to escape and return home. Nazi’s have new technology, lasers, zombies etc.
* Difficulty increases as game goes on, enemies get stronger and faster.
* Each room will have its own limited resources.
* Choice of characters, each of which has their abilities.