1.

Planning

Determining core mechanics, listing technical requirements. 10%

Prototype

Coding the core mechanics to create a structure like an early playable (MVP). 15%

Gameplay Development

Enhancing the core mechanics built in the prototyping phase and coding new gameplay features. 25%

Content and Feature Development

Development of UI, sounds, animations, and settings. 20%

Testing & Improvement

Fixing bugs, optimizing game feel, improving UX. 15%

Pre-Release Preparation

Testing on mobile devices and preparing for store upload. 10%

Documentation

Documenting the code and final review. 5%

2.a

1- Unit Selection

The player can select characters by clicking on them.

2- Movement

The selected character can move to the selected location.

3- Attacking the Enemy

If an enemy is selected, the character moves into range and then attacks.

4- Health System

When a building's health reaches zero, it is destroyed and can no longer be targeted.

5- Scene and Camera

The camera must have certain functionalities to give the player control over the playable area.

2.b

1. Unit Selection

- How many units can be selected at once?

- How should we indicate selected units?

2. Movement

- Will movement vary between units?

- What will the unit do upon reaching the target?

3. Attacking the Enemy

- Will there be special effects like critical hits or armor?

- Can multiple units attack the same target simultaneously?

4. Health System

- What happens after a structure is destroyed?

- Will a health bar be displayed?

5. Scene

- How large will the playable area be?