

Project Design Document

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Project Concept

1 Player Control	You control a		in this	
	base, defense, and army	isometric	game	
2 Basic Gameplay	where		makes the player	
	mouse actions and hotkeys	able to move and create units and attack.		
3 Sound & Effects	There will be sound effects		and particle effects	
	as enemies and buildings are destroyed	will appear also during the destruction of enemies/buildings.		
4 Gameplay Mechanics	As the game progresses,		making it	
	nests will spawn	so that additional enemies will spawn from each nest		
5 User Interface	[optional] There will also be		decisions the player has to make about investing in economy or defense.	
	The		will	whenever
6 Other Features	wave counter	increase	a wave is completed and the next wave spawns.	
	At the start of the game, the title		and the game will end when	
	Survive	will appear	the player's main building is destroyed.	
	The player will only be able to make defense and economy in between waves. If there is enough time for army to be implemented, this can be created during the wave.			

Project Timeline

Milestone	Description	Due
#1	Setting and landscape created	04/30
#2	Player economy functional and defense buildings placeable.	05/05
#3	Enemy nests spawn, enemies attack base, and defense buildings functional.	05/10
#4	Game over condition and sequence. Sounds, particles, and graphics cleaned up to better match the theme of the game.	05/15
Backlog	-Army that can maneuver rather than being staticly in place. -Ability to choose between special abilities at the start of the game.	---

Project Sketch

