

Project Design Document

04/25/2021
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Project Concept

| | | | | |
|-------------------------|--|-------------|---|------------------------------|
| 1 Player Control | You control a | | in this | |
| | turret | | isometric | game |
| | where | | makes the player | |
| | mouse actions and hotkeys | | Shoot projectiles at the incoming enemies | |
| 2 Basic Gameplay | During the game, | | from | |
| | enemy nests | | appear | outside of the player's base |
| | and the goal of the game is to | | | |
| | survive as long as possible as the difficulty increases. | | | |
| 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 | |
| | [optional] There will also be | | | |
| | decisions the player has to make about improving their turret. | | | |
| 5 User Interface | The | will | whenever | |
| | 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 turret is destroyed. | |

6 Other Features

The player will collect points as they destroy enemies. The points can be spent to increase certain aspects of the turret: attack speed, damage dealt, additional missiles, etc.

Project Timeline

| Milestone | Description | Due |
|-----------|---|-------|
| #1 | Setting and landscape created | 04/30 |
| #2 | Player turret functional and defensive walls placed. | 05/05 |
| #3 | Enemy nests spawn, enemies attack base, and defense buildings functional (health). | 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 | -Ability to choose between special abilities at the start of the game. -Ability to spend points on upgrading the turret. | --- |

Project Sketch

enemy
nest

enemy
nest

enemy
nest



upgrade select (UI)

upgrade select (UI)

upgrade select (UI)

upgrade select (UI)

Player
Turret