|  |  |  |
| --- | --- | --- |
| Project Design Document | |  | | --- | | 04/25/2021  Zach Gharst | |

|  |  |  |  |
| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | base, defense, and army | | in this   |  |  | | --- | --- | | isometric | game | |
|  | where   |  | | --- | | mouse actions and hotkeys | | makes the player   |  | | --- | | able to move and create units and attack. | |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | enemy nests | appear | | from   |  | | --- | | 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   |  | | --- | | as enemies and buildings are destroyed | | and particle effects   |  | | --- | | will appear also during the destruction of enemies/buildings. | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | nests will spawn | | making it   |  | | --- | | so that additional enemies will spawn from each nest | |
|  | [optional] There will also be   |  | | --- | | decisions the player has to make about investing in economy or defense. | | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | wave counter | | will   |  | | --- | | increase | | whenever   |  | | --- | | a wave is completed and the next wave spawns. | |
|  | At the start of the game, the title   |  |  | | --- | --- | | Survive | will appear | | | and the game will end when   |  | | --- | | the player’s main building is destroyed. | |

|  |  |  |  |
| --- | --- | --- | --- |
| 6 **Other Features** |  | |  | | --- | | 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 manuever rather than being staticly in place.  -Ability to choose between special abilities at the start of the game. | | |  | | --- | | --- | |

# Project Sketch

