**Goals 0**

**For this game, you will survive waves of dairy products. Building defenses out of gathered resources. There will be a day-night cycle. During the day the player will be able to safely collect resources and at each night the next wave will attack. The game will end when the player is dead.**

**Goals:**

* **Create start screen**
  + **Play**
  + **Options**
  + **Credits**
  + **Exit**
* **Create a scene**
  + **Terrain**
  + **Obstacles**
  + **Resources**
* **Add player, animation, movement, ability to damage**
  + **NPC help?**
* **Add enemies, spawning, navigation, ability to damage**
  + **Boss waves?**
* **Add defensive structures (Walls, turrets, etc)**
  + **Maybe upgrade**
  + **Maybe sell**
  + **Maybe enemies attack**
* **Add resources, way to collect (wood, stone, dirt)**
  + **Maybe refine into useable material**
* **Add game music and sound effects**
  + **Shoot sounds**
  + **Enemy sound**
  + **Player sound**
  + **Environment sound**
* **Create a grid system for resource collection and player interaction**

**GitHub:** [**https://github.com/cdegeorge/GameDev**](https://github.com/cdegeorge/GameDev)