

Basic Functionality Outline

Project Deliverable #1

Charlie McConnell

Ethan Meeks

Team November

Mark Baldwin

2/9/2018

1. Tower & Enemy
 - 1.1. Towers cannot be damaged by enemies
 - 1.2. Bullets created by towers will track and intercept moving enemies
 - 1.2.1. Bullets cannot miss their initial target
 - 1.2.1.1. Unless the enemy is despawned (dies or escapes)
 - 1.2.2. Area of effect bullets will not have damage drop off with range
 - 1.3. Enemies that are killed will give the player gold
2. Tower & Map
 - 2.1. Towers can only be placed on areas outside the enemy path
 - 2.2. Towers will be snapped to align with the map's grid
 - 2.3. Towers will cost some amount of gold to place
3. Enemy & Map
 - 3.1. Enemies cannot leave their path boundaries
 - 3.2. Enemies will split evenly when reaching an intersection in the path
 - 3.3. Enemies that escape (reach the end of the map) will take away a heart