# **Design Document [TEMPLATE]**

01|03|2021 Eduardo Alvarez

1					
App Info	Tentative Title:				
	Education & Training		Utilities & Refere	ence	
	Social & Networking		Media & Entertainment		
	Productivity & Collaboration		Gaming		
	Art & Creativity		Other:		
	This App will be available on:	Web			
2	In this app, users will:				
Pitch	Defend an objective from enemies	s collocating units o	n the map.		
	The target audience / personas for	this ann include:			
	The target addience / personas for	this app include.			
	-				
	-				

Concept Sketch & Inspiration

4

### **Features**

When the user:		The result is:	
Drag a unit to the map	,	The unit will interact with elements from the game	
Press escape	,	Pause the game	
	,		
	,		
	,		

#### 5 Accessibility

In order to make this app accessible to as many users as possible:

- \_
- -

## 6 Timeline

	Milestone	Date		
1	- Enemy logic	01/04/2022		
2	- Unit logic	01/04/2022		
3	- User-screen interaction	01/05/2022		
4	- Game over logic	01/07/2022		
5	- Sound effects	01/08/2022		
6	- Particle effects	01/09/2022		

#### 7 Backlog features