Technical Design Document

## First Playtest

## Basic Game Information

Names of group members if working in a group

* Dev Patel
* Tien-Yi Lee

Will your game be 2D or 3D

* 2D

Elevator pitch! Basically describe the selling points of your game in one tweet worth of text.

* You are the commander of a medieval king’s army, and you need to command your forces to defend the king in this Tower Defense style type game.

Target audience

* Teen and young adults

Long description of your gameplay

* Passively get gold and get gold by killing pirates
* Use gold to buy/summon more troops
* Goal is to not let pirates attack your king

## Controls System

Design Patterns used:

Class Descriptions:

Class Relationships:

Dependency on other systems

Client Systems:

## Camera System

Design Patterns used:

Class Descriptions:

Class Relationships:

Dependency on other systems

Client Systems:

## Game Data Systems

Design Patterns used:

Class Descriptions:

Class Relationships:

Dependency on other systems

Client Systems:

## Player and Game State Systems

Design Patterns used:

Class Descriptions:

Class Relationships:

Dependency on other systems

Client Systems:

## UI Systems

Design Patterns used:

Class Descriptions:

Class Relationships:

Dependency on other systems

Client Systems: