a. **Name:** Ethan Parks

b. **GitHub Link:** https://github.com/erparks/CS5448

c. **Title:** Alien Tower Defense

d. **Description:** The game takes place on a grid surface. Aliens enter the grid on one side and follow a set path through the grid and off the screen. The player must use currency generated from defeating aliens to buy and place different types of towers on the grid which work together to defeat the aliens before they exit the map.

e. **Actors:**
   i. Players
   ii. Admin

f. **Functionality:**
   i. Admin can alter the game state through spawning aliens and adding/removing currency
   ii. Game can be saved/loaded
   iii. Turret placement implements undo/redo
   iv. Player can select from multiple turrets and place them on map
   v. Player can pause the game
   vi. Players can select from multiple maps to play on
   vii. Players can save and share maps
   viii. 5 types of turrets
   ix. 5 types of enemies
   x. Locally stored high scores for each map

g. **Stretch Functionality:**
   i. Database to store high scores based on maps across players
   ii. Users can save replays of their games