

Spring Defense

The background is a stylized illustration of a mountain landscape. In the foreground, a winding path leads from the bottom center towards the middle ground. To the left of the path is a small, dark brown cabin with a chimney. To the right is a larger, two-story house with a brown roof and a chimney. The houses are situated on a green, grassy field. In the background, there are dark green mountains and a line of evergreen trees. The sky is a pale yellow-green with some white clouds.

Built and Developed by:
Vincent Wirawan
Morrison Young
Jacob White
Samar Malla

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Game Trailer



Game Features and Mechanics

- Enemy Spawn and Movement
- Currency System
 - Coins being dropped and pickupable
- Shooting Mechanic
- Drag and Drop UI
- Multiple levels with scaling difficulty

Future Implementations

- Sell mechanic
- Upgrade mechanic
- Enemy abilities
- Additional unit and enemy variety
- Increase player interactivity

Inspiration Comparison

- Inspired by Plants vs. Zombies
 - 1.5 million copies sold in one year
 - Mobile version generated \$1 million in revenue in first 9 days of release
- How we will improve upon it
 - Additional interactivity
 - Upgrade mechanic to make units feel more special