**Design brief**

**Game name**

Gnomes on the roam

**Elevator pitch**

**Game description**

Defend yourself from the gnome army in a garden center that’s been toxified and caused the plants to mutate, use the plants to your advantage and survive long enough to escape

**Deliverables**

A horde survival game with; gnome AI, weapon upgrade system, mutated plants that kill gnomes, rounds increasing in difficulty, points system, buyable ending, random buyable seeds that can be planted

**Theme / genre**

Horde / wave survival

**Art style**

3d cartoonish, bright block colours

**Setting**

Chemical exposed garden center (mutated plants)

**Age rating / target audience**

12+

**Timeframe**

28 weeks

Mechanics completed by week 18

Assets completed by week 26