**Design brief**

**Game name**

Gnomes on the roam

**Elevator pitch**

See how far you can get in an endless onslaught of gnomes that will stop at nothing to kill you

**Game description**

The sun has been attacked by an army of gnomes from another universe, fight back and use the plants mutated by the power of the sun to help stop the gnomes from destroying the planet. Battle through endless waves of gnomes with your plant allies and see how many pesky gnomes you can destroy. Attain a full collection of plants and roumer has it a magical sunflower will infuse your weapons with liquid sun making them much more deadly

**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. Fantasy, cartoonish

**Art style**

3d cartoonish, bright block colours

**Setting**

Massive sun that causes the plants to mutate

The level takes place in a giant greenhouse

**Age rating / target audience**

12+ for fantasy violence

**Timeframe**

28 weeks

Mechanics completed by week 18

Assets completed by week 26