1. **Development phases and percentage of total development time for each phase:**
2. **Planning Phase (10%)**

This phase involves, defining the gameplay mechanics, art style, story, and levels.

1. **Design Phase (15%)**

This phase involves, designing game mechanics, UI/UX design, level designs, character designs and animations.

1. **Prototyping Phase (10%)**

This phase involves, creating a simple prototype of the game to test the core gameplay mechanics.

1. **Development Phase (30%)**

This phase involves, coding the game mechanics, creating levels, developing AI opponents, developing the UI, and so forth.

1. **Testing Phase (20%)**

This phase involves, testing the game for bugs and performance issues. We should test the game after each significant milestone.

1. **Polishing Phase (10%)**

This phase involves, improving user experience by refining gameplay and visuals, game sounds etc.

1. **Publishing Phase (5%)**

This phase involves, publishing the game to app stores, marketing and updating after release.

1. **First 5 mechanics/functionalities I should develop so that I have a playable build as soon as possible:**
2. **Environment Setup:** We need to develop the game field or map where the action will take place, initial placement of units and buildings, and the camera view.
3. **Unit Selection:** Players should be able to select units with a touch/click.
4. **Unit Movement:** After a unit is selected, players should be able to direct it to a new location by touching/clicking on a destination.
5. **Attack Mechanic:** Units should be able to attack enemy buildings/units within their range when the buildings/units are selected by the player.
6. **Damage and Destruction Mechanic:** Enemy buildings should take damage from player units and eventually get destroyed after their hit points drop to zero.
7. **Questions that the game designer should have answered before I start coding:**
8. **Environment Setup:**

* What is the size and layout of the game field?
* Where are the units and buildings initially placed?
* What is the initial camera view?

1. **Unit Selection:**

* Is there any visual change when a unit is selected?
* Can a unit be deselected? If so, how?

1. **Unit Movement:**

* What is the speed of each unit?
* How does the unit move? (Instantly turn and move towards the destination, or turn smoothly and then move?)
* Can the unit's movement be interrupted by a new command?

1. **Attack Mechanic:**

* What is the range of each unit's weapon?
* How much damage does each unit's weapon deal?
* How often can each unit attack (fire rate)?

1. **Damage and Destruction Mechanic:**

* How many hit points does each building have?
* Is there any visual change when a building takes damage or is destroyed?
* What happens after a building is destroyed (e.g., does it disappear immediately, or are there remains left on the field)?