**Tower defence 2d (titel)**

**Credits:**

**Nathan Nieuwenhuizen**

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# Game description

Game title: (titel)

Platfromer: PC

Genre: 2d tower defence

Developpers:

* Programmers

Nathan Nieuwenhuizen

Yosha Langius

Daan Epke

* Artists

Casper

Nathalie

## Game play

In (titel) you play as a person in a ruined place. Everything is liveless, machine –like and dead. In the middle there is a small plant in a pot. Your goal is to defend this plant against the upcoming waves of machine androids by putting walls and turrets.

## Target market

The target market for (titel) are children of 12 years old.

(pars pro toto)

# Art and video

## Assets pipeline

# Production

## Planning

# Technical specs

## Code versionering

## Code objects