GDD – Neenee Ngo

Gameplay

The user will have to protect the castle from being attacked by the brigade of enemies. Using the swipe functionality, the user can get rid of the enemies and protect their castle. If the user isn’t able to swipe the enemies away, the enemies will cause damage to the castle, decreasing its health.

Lose Condition

The user loses when the castle has no more health.

Win Condition

There is no win condition as it’s a survival game.

Art

The enemies were created by myself using the online site called piskel. The castle was a royalty free castle I found online. The background was made by me using a royalty free tile set found online.