1. Scope of the project

We will develop a game that is fun to play. It will have a main menu that you can use to navigate. The game will have decent graphics and sound effects. The logic should be simple enough that it can be implemented within a reasonable time frame.

The program starts with the main menu where you can select stages to play.

Planned features:

* Main menu
* Audio effects
* Visual effects
* Excellent graphics
* Random generated level
* Multiple Tower types
* Multiple Enemy types
* High score
* User interface
* Mouse controls
* Multiple difficulties

1. High-level structure

Game will consist on single Game-object, which manages rest of the game logic. It will consist of 3 simple methods, one of them starts the game, one quits the game and one of them updates the game.

We will have one Object class that manages every tower and enemy in the game. All towers and enemies will be subclasses of the Object class. Subclasses Tower and Enemy will then be devided in subclasses that will represent different types of towers and enemies.

We will have preexisting levels that user can select from main menu. Also we will have option for randomly generated maps that will be different every time.

1. External Libraries

We are planning to use only one external library

* SFML

1. Division of work

* Object class: Leo and Aki
* Level class: Misha and Leo
* Graphics: Aki and Leo
* UI / GUI: All
* Sounds: All

1. Planned schedule

We are going to work weekly on this project with meeting every week to discuss progress on the game

* Week 41 Planning
* Week 43 Finishing plan, starting work on the classes and getting to know external libraries
* Week 44 Basic class coding and implementing grid structure
* Week 45 Class coding and working on basic graphics
* Week 46 Connecting classes and graphics with the grid structure
* Week 47 Finishing touches / Documentation
* Week 48 Polishing up the game