

# Game Design Document

*Glitch Garden*

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## Game Description and Scope

A basic clone of the popular Plants vs. Zombies.

- The object of the game is to stop animals from entering your house.
- Animals come in randomly from the right.
- Animals are limited to one of five horizontal lanes.
- The player can place defenses in any of the lanes in the garden
- Defense placement is limited to one of nine columns, only one per square at a time.
- Defense types include projectiles, and blockers.
- When a projectile hits an animal it takes damage.
- When an animal hits a plant or blocker, it starts damaging it.
- When animals take a finite amount of damage, they disappear.
- Animals do not collide with each other.
- Projectiles do not collide with defenses or other projectiles.
- When an animal reaches a defense it stops and deals damage.
- When the defense has taken sufficient damage, it dies and disappears from the scene.
- Animals start walking again once the defense disappears.
- Defenses can be placed only when you have collected enough credits.
- You collect credits by placing a special type of collector plant which is defenseless.
- There are at least 2 types of animals (e.g. standard, jumping)
- There are at least 2 types of defenses (e.g. sun producer, cactus)

## Assets

Download your assets from the start of this section.

From <http://www.CompleteUnityDeveloper.com>