

**1. In your opinion, what are the different development phases we should go through and what percentage of total development time should each phase take?**

Planning basics about the game. %10

Developing prototype to test mechanics. %15

Development of game %60

Testing the game %10

Publishing %5

**2. We would like to get a glimpse of the gameplay of our new game at the earliest.**

**a. What are the first 5 mechanics/functionalities you should develop for this specific game so that we have a playable build as soon as possible?**

**b. For each of the mechanics/functionalities you have listed in the previous section, what questions should the game designer have answered before you start coding?**

1. Character Selection

- How can the players select the characters?

2.Character Movement

- How will the character controls be in this game?

3. Enemies

- Will enemies move? If yes, how? (Will they have pattern or AI)

- Will enemies attack back?

- What will be the enemies' total HP?

- What will happen if enemy HP becomes 0? (Will they disappear or will their corpses still be visible?)

4. Attack

- What will be the range, damage, attack speed and health of the characters?

- How will the characters attack?

- Will characters have different attack skills?

5. UI

- What should be displayed and what part of the screen? (E.g. health bars, damage text, gold...)

- What players should be able to do in the UI? (E.g. buy soldier)