**Introduction:**

The Tower Defense Game is a video game playable on personal computers. The goal of the Tower Defence Game is to stop the Critters from reaching the Base by creating Towers which shoot the Critters. When a Critter is killed, which provide the Player Money, which is used to Buy or Upgrade Towers. Players must attempt to survive the most number of Critter Waves.

**Business Goals:**

The successful outcome of this project will be a game that allows for the Player to create a Map and then place Towers on the map to defend against incoming waves of Critters.

**Scope:**

The scope of the Tower Defence Game must be tractable. A Tower Defence Game can be complex but given the project timeframe and for the sake of simplicity and elegance, certain features are omitted. They include:

Multiplayer feature: One might expect a survival Mode where players can compete against each other in real time, to outlast the Critters longer than their opponent. While this would be a great feature, it requires a project duration of 5 months to implement.

3D graphics: Since we are developing a Tower Defence Game, one might expect it to not only have a state of the art game engine, but also have immersive graphics. We will only be implementing the game engine as time spent in the engine will produce higher value than better graphics.

**Context:**

The Tower Defence Game is designed with the versatility to create and play on custom Maps. Players may create a Map using the Map Editor or choose an existing Map to play on.