

# **Final Project Design Proposal**

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## **Abstract**

This project design is a tower defense game in which user can build various rocket towers and use item to attack stage enemies or stage bosses. The goal of each stage is to eliminate all enemy groups in the stage. The user can upgrade their rocket towers to add strength or extra features. Users' information can be saved in the device directory. Also, the device will contain these features: x2 button (doubles gameplay speed), pause button, save current game. This project will be built by my own, but I will use some of character or design resources in the Internet.

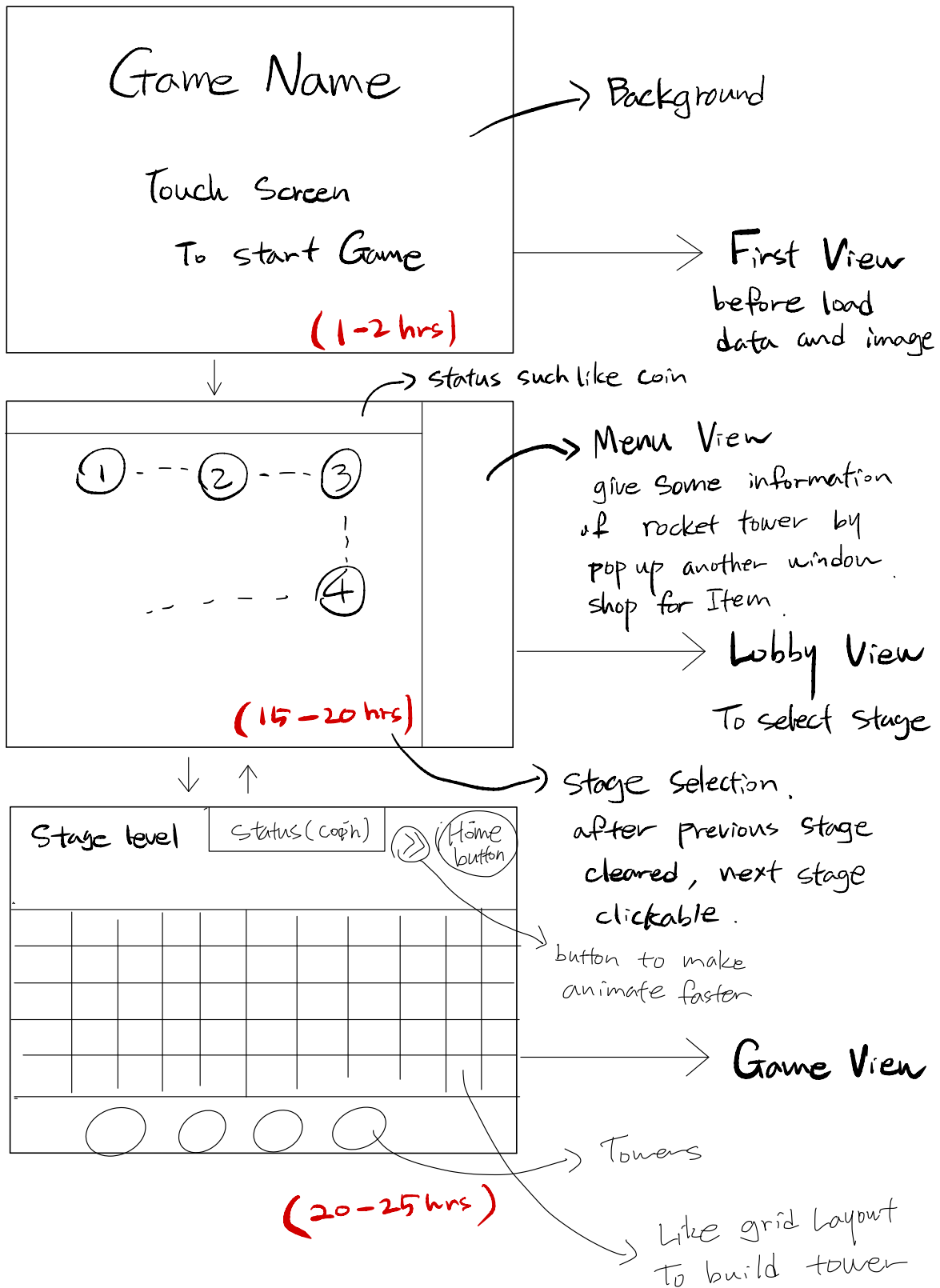
## **List of Future Features**

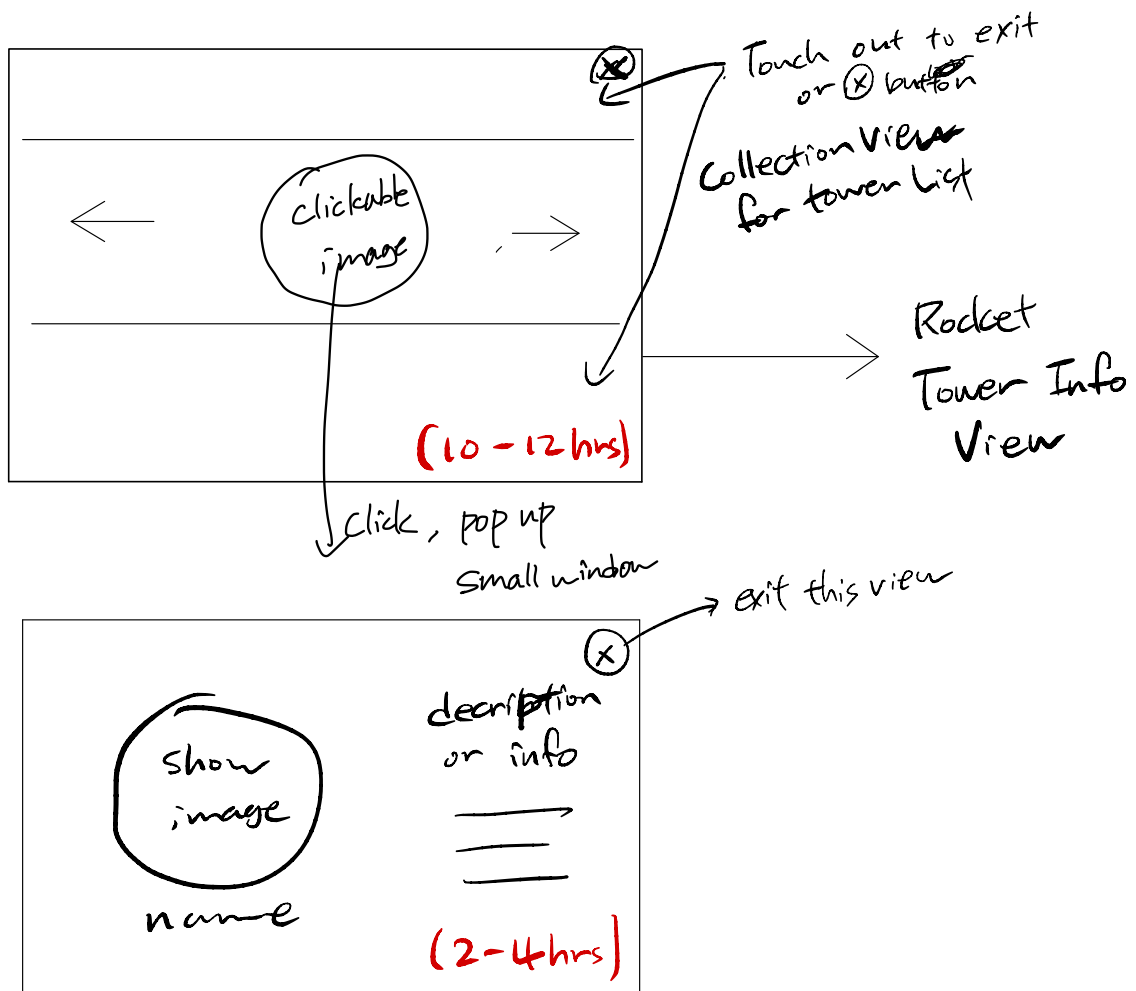
I have two more options for future features:

- To save user's current game play video at the end of stage with input name.
- To add sounds.

## **App Screen Description and Breakdown timeline**

I created visual screen to describe each view, and breakdown estimated time. It is on next page.





Total: 48 ~ 63 hrs expected.