3D Siege Game
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Game Overview
The idea of the game is a turn-based castle defense game. Each player starts within the walls of their own castle and are tasked with dealing damage to and destroying their opponent’s structures.
Every shot provided to the player is of random size and mass and will deal damage according to these values. The player will be able to adjust their aim and the amount of power used to launch their payload.

Engine Requirements
- Physics
- Gravity
- Collision Detection

Game Design Requirements
- 3D Camera(s)
- Structures
- Different vehicles
- Sounds
- Multiplayer (Local)