Design Goals and Milestones

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Tuesday, March 15, 2011

**Game Engine**

Load and serialize engine settings (for PC and Xbox)

Graphics engine that can load and display models on a 3d plane

Animate models

Fixed POV camera

Controller interface

Control camera zooming with control interface

Move character with controller

Have character move and shoot simultaneously using both analog sticks, contra style

Loading of scenery/levels

Loading of NPCs

Collision detection for shooting

Rudimentary AI

Loading of game ‘objects’ that player can interact with

**Game itself – Tower Defense**

Find a way to have enemies travel through given paths in the environment

Have this happen in waves, ie levels

Populate world with game objects based on wave or level

Ie. Initial level load puts in some objects that are permanent

Objects load on per-wave basis

Loading ‘Building’ game object

Pausing action

Rudimentary menu UI

Converting buildings to turrets by entering them – menu

Targeting for towers

Loading companions

Having companions follow your character

**Side scrolling portion**

Add jumping, physics