

The Thicccening

By The Thicccening

Members: Adam Schneider, Kraig Denny, Weston Greene

How To Play:

The Thicccening is a tower defense game. You need to build turrets in order to stop the enemies (now simply represented as yellow spheres but these will eventually be the Thicccling aliens) from getting to your tower (represented as a red cube for the demo). Normally the player would have a set amount of “health” that would deplete each time an enemy reaches your tower, but the health system has not been implemented yet so the game will continue no matter how many enemies reach the tower. The player can place turrets on “nodes” which are the grid squares surrounding the path that the enemies travel across, these turrets will automatically attack aliens that get close to them. In the final game, the player would have to spend resources to build turrets, and these resources would be obtained by killing enemies, but that has not been implemented yet so the player can place as many turrets as they want for now. In the demo Enemies will be killed by a single hit, but in the final game there will be several enemy types with different health values and several turret types that do different amounts of damage, but since enemy health hasn’t been implemented yet and only one turret type has been implemented we made turrets kill enemies in one hit for the purpose of this demo. Normally you would win by surviving a set amount of waves of enemies, but for this demo there will be infinite waves of enemies (the counter at the top tells you when the next wave will spawn). Press the ‘esc’ button on your keyboard when you want to quit.

NOTE: to run the game, run ThiccceningDemo.exe, which can be found in the TheThicccening-master/ThiccceningDemoBuild directory.

Contributions:

Adam Schneider:

- Implemented enemies, turrets, and turret building.
- Created repository for group collaboration

Kraig Denny:

- Created model for the Thicccling enemies (not implemented in the demo build but exists in the project directory under TheThicccening-master/assets/imports)

Weston Greene:

- Play tested the abstract game
- Pushing design to remote repository

Assigned Tasks:

Adam Schneider:

- Implement remaining mechanics (“turret shop”, win/lose conditions, upgrading turrets, enemy health, etc.)
- Implement 3 levels

Kraig Denny:

- Need to finish enemy model
- Create models for multiple enemy types
- Create models for turrets & upgrades

Weston Greene:

- Play tested turrets and shop mechanics
- Implemented tutorial mode

Assets:

Turret models were taken from from:

<http://devassets.com/assets/tower-defense-assets/>

The website's guidelines page says that the assets can be used for non-commercial projects:

<http://devassets.com/guidelines/>