

**Game title**

Halligan Under Siege

**Authors**

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**Description of game**

**Halligan Under Siege!** uses traditional real-time strategy and tower-defense game mechanics to bring the story of the proverbial Comp 40 student to life! Your noise meter fills up as enemies pass your Halligan defense system. If your noise system fills up, you throw your computer across the room and lose the game. It will take foresight and premeditation to place and upgrade your turrets, defense mechanisms, and room attributes to keep your noisy enemies at bay.

**Brief instructions (rules)**

Place towers with different attributes around Halligan 116 to take out enemies before your noise meter fills up. You are awarded credits, which can be used to purchase more defense towers, for each enemy destroyed. Complete waves by lasting through encounters of multiple enemies without filling the noise meter to the top.

**Controls (for every control scheme in your game)**

Use the mouse left click to select turrets and place them in the game.

**A checklist of at least 5 tasks that you want the player to test with a section for comments.**

1. Clicking a type of turret (3 types) in the bottom bar and putting that type of turret on the screen
2. Ability to only put one turret in one place (turrets don't overlap)
3. Placing different turrets deducts proper credit amount

4. Set up 3 turrets along enemy's path

5. Credits awarded when enemy is killed

**Briefly describe each task with proper outcome. Example: press a key 5 times => produces a special move**

1. Click a type of turret and put it on the screen -> that turret is placed in that location
2. Click a type of turret it try to put it in a place where one already exists -> doesn't work
3. Click each type of turret and put 1 of each on the screen -> credit amount for each deducted from total credits
4. Set up 3 turrets along enemy path -> turrets fire projectiles, kill enemies if hit enough times
5. Set up turrets to fire enough at enemies so that they're killed -> credits awarded

**Section for additional comments and suggestions**