

-Wall Defence-

Team Freefolk

Game Concept

▣ Original Idea

- ▣ We all decided we wanted to keep to the medieval retro style art and theme of our last game as we all liked this
- ▣ But the programmers wanted something a little more challenging than just a 2D platformer as they wanted to show off their ability and create something more interesting and we all agreed on a tower defence game.
- ▣ The general idea was a tower defence game similar to games like:
 - ▣ **Bloons**(mechanics wise)
 - ▣ Flash Element TD
 - ▣ Kingdom Rush
 - ▣ And Gemcraft

Initial Asset List (Designers)

Tower Defence Asset List:

Asset List:

- Towers (3)-Roof Separate
- Character Sprites
- Enemies
- Grass road platforms
- Trees\brushes
- Water
- Horses
- Carts
- Projectiles

Art Style:

- Top Down
- Flat Pixel Art
- Simple Style
- At an isometric viewpoint

Initial Feature List (Programmers)

Tower Defense Feature List

Player Class - Josh

- Money

Pathfinding - Josh

- Starts at start of level
- Series of nodes monsters go between, smoothed for roughly const. velocity

Path End - Josh

- Player loses life if enemy reaches here

Towers - Bradley

- Targeting - select enemy to attack
- Aiming - change tower rotation dependant on target

Projectiles - Josh

- Projectile Status Effects
- Speed
- Damage
- Range

Enemies - Bradley

- HP
- Taking Damage
- Death

Wave Generator - Josh

- Randomly generated waves?
- Prebuilt waves?

User Interface - Bradley

- Thing the user sees.

Research-Design

2D Environment Research

Complex 2D Environments:



Simple 2D Environments:



2D UI Research

Complex 2D UI:



Simple 2D UI:

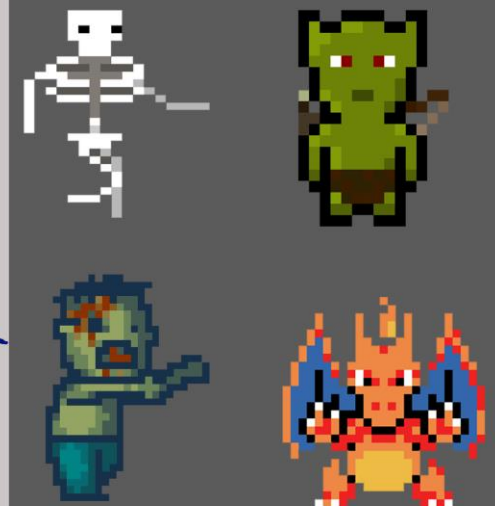


2D enemy Research

Complex 2D enemies:



Simple 2D enemies:

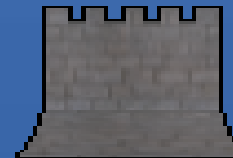


Concept Art/Layouts

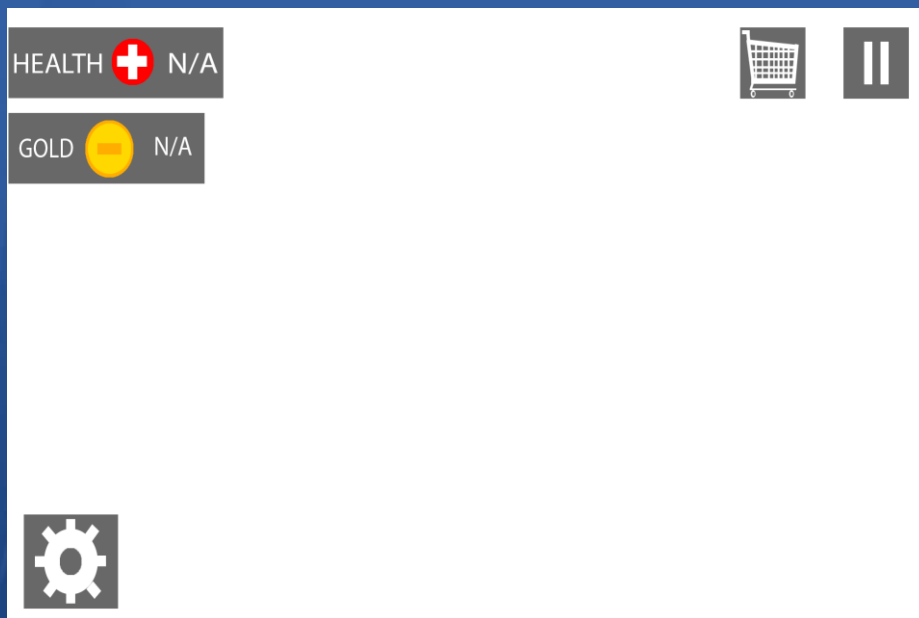
Concept Enemy:



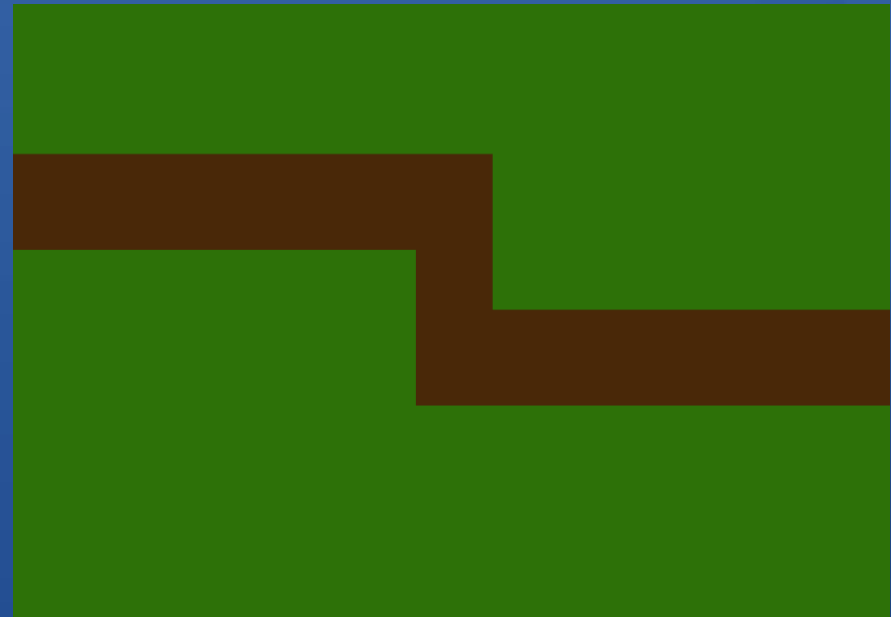
Concept Tower:



UI Layout:

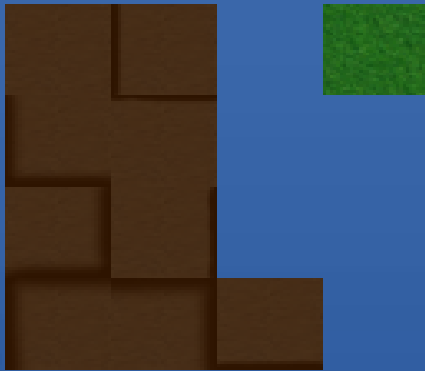


Environment
Layout:



Finished Environment Assets:

Tile Sheet:



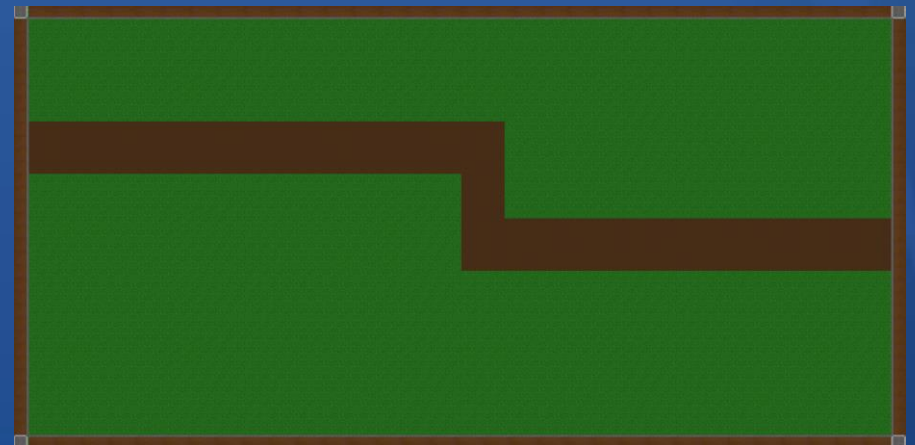
Wall:



Path:



Overall Environment:



Finished UI and Other Assets:

UI Finished:



Turret:



Construction
Tile:



Projectile/
Arrow:



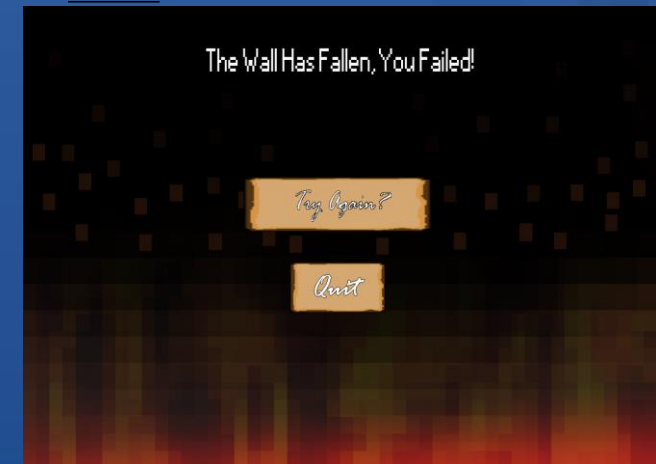
Win Screen:



Start Screen:



Death
Screen:



Demo

▣-Show off the Demo-

Unused Assets

Due to Time Constraints and unforeseen events some assets that were created were not implemented into the game itself.

More UI
Elements:



Improved Tile
sheet:



Given More Time...

- ▣ Given More Time we would have implemented
- ▣ More Enemy Types
- ▣ More Turret Types
- ▣ Improved Visual Elements
- ▣ More Complex Wave System
- ▣ More than One Level
- ▣ Etc.

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Thank you For Watching