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Tower Defense Instructions

This game requires Light Weight Java Game Libraries to be inside the project. On start up, you will be brought to the main menu where you can choose to exit or play the game. Upon clicking the “play” option, you’ll be prompted to select which map to play. Select one and you will be brought to the game screen. Select any of the green tiles on the grid, then proceed to select one of the three (yellow, teal, blue) towers from the right hand menu. This will build a tower. To upgrade or sell the tower, select the desired tower you wish to complete this function on and select either “sell” or “upgrade”. You will receive a small amount of currency upon selling the tower. If upgrade is selected, the tower will gain some damage and range. As enemies spawn and follow the path, your towers will fire at the enemies. Each enemy you kill, you will gain some currency to build more towers. If the enemies get to the end of the path, you will lose lives. Once all lives are lost, you will be brought to the high-score screen. You may enter a name with the score you achieved. Select “main menu” to get back to the home screen. Have fun playing!