

# Music T D

New Moon  
Games





# Tower Defense

Time: 34 Level: 77 Lives: 1 Gold: 98 Score: 9507

Challenge Mode

PAUSE RESET

Send next level

Quake Tower

Damages the ground around it, plus a chance to stun.

Cost: 745  
Damage: 320  
Range: 40  
Speed: slow

sell for 558 X

IMMUNE FAST SPAWN FLYING NORMAL NORMAL BOSS IMMUNE F

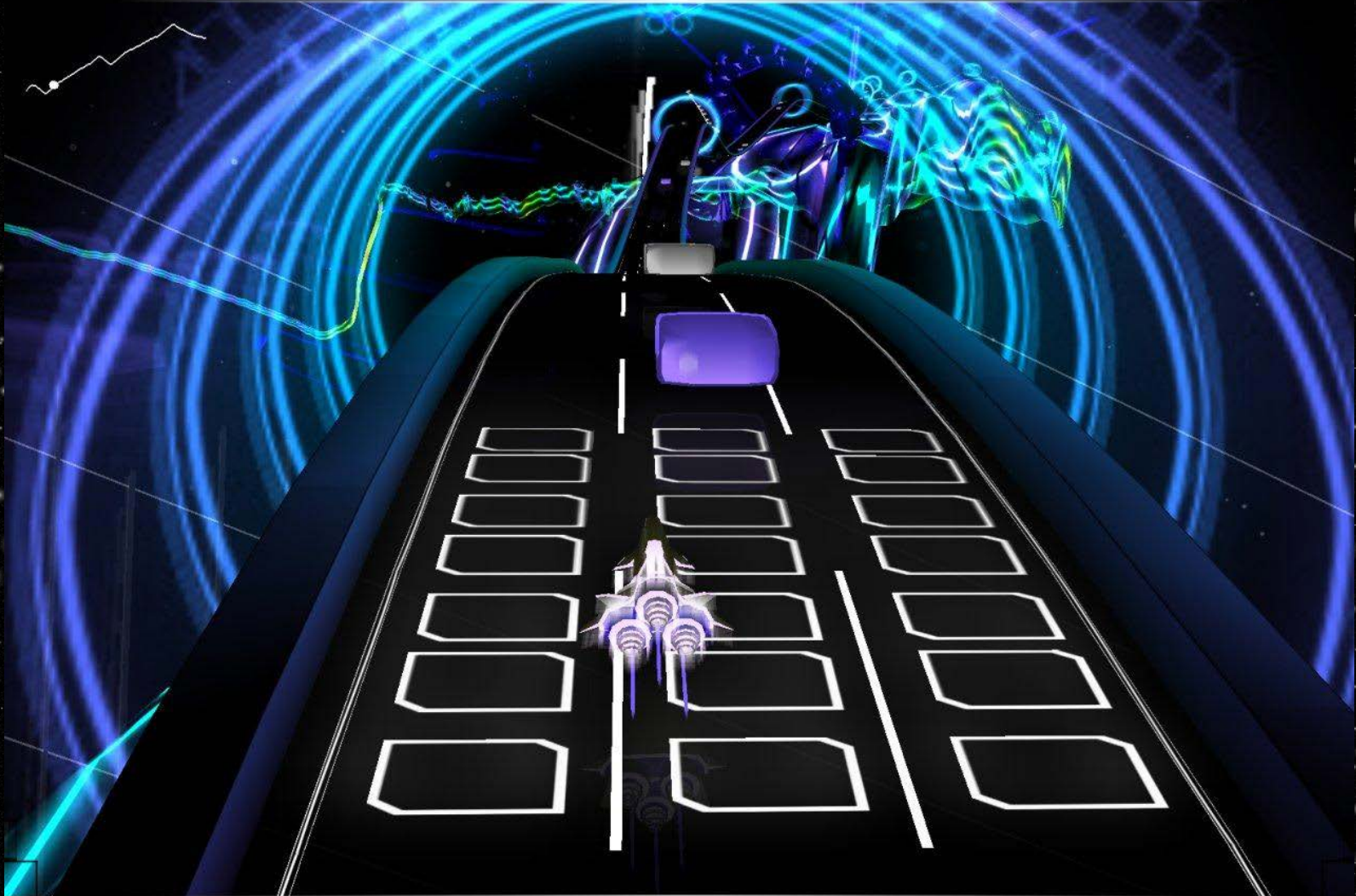
NO GRID MUTE





# Audio Based Gameplay

+90 2732 +90



Joy Division: The Eternal

AudioSurf, Invisible Handlebar





# Music Based Tower Defense

- Basic tower defense features
  - Protect central tower
  - Defeat if central tower dies
  - Build tower mazes to defend
- Music based gameplay
  - Enemies spawned on beat
  - Different enemies for different audio





# Aesthetics

- Tron Like Aesthetic
- Blue highlights and hard lines on towers
- Curved Lines and red highlights on Enemies







# Tower Defense Challenges

- Dynamic path finding
- Tower types and abilities
  - Normal (average stats)
  - Splash (damage to groups)
  - Slow (reduce enemy movement speed)
  - Wall (channel enemies)
- Balancing
- Prototyping





# Audio Analysis Challenges

- Choosing file from anywhere
- Fourier Transform
- Low pass band filter
- MatLab to C# integration
- Prototyping



Questions

