Kodu – New Levels – Water Tower Defense

# Overview

The excitement of Tower Defense comes to Kodu! Taking advantage of the integrated Windows 8 Touch controls with Kodu, and combining it with new water based gameplay, users can now create one of the most popular styles of touch games.

Players set up their defenses to protect Kodu from an invasion of his friends that are under the mind control of the Terrible, Infamous Red Kodu. Try to rescue your friends by stunning them and freeing them from the mind control. It’s a whole new world of interaction, fun and learning with Kodu and Windows 8.

# Features

* Three exciting Tower Defense Levels - linked so that you can play one after the other
* **5 defensive units** you can place to defend your turf
* **5 enemy types** that attack your base (including a new character!)
* Currency system for buying the defensive units you place
* Bring Windows 8 Touch controls to the world of Kodu
* Water based gameplay including **currents**!

# Defend Yourself!

Players place units defensive using simple tap mechanics. These units cost varying amounts of currency so the player must choose their units carefully. Bombs, mines and torpedoes can all be used to directly rescue friends instantly and awesomely! Each unit has its own strengths and weaknesses:

* **New water character** – a swimming creature (TBD)
* **Stunner** –Shoots stun pellets at short range. Cheap to place but not as effective.
* **Stun Missile** – Shoots a powerful stun missile. Great for wearing down your big, tough friends at long range.
* **Auto Stunner**– Rapidly shoots many low power stunner pellets. Good for stalling multiple weaker characters. Place them at choke points for maximum effectiveness.
* **Mind Zapper**– After a countdown, will free the minds of any friends within range (new Kodu tile!).
* **Coral** – (new Kodu object!) The reefs hold the starfish Kodu is protecting.

Characters use the water to approach your base and can be player re-directed by using currents, so be strategic with your defensive placements. Can you defend the reef and its starfish, and free your friends?

# Curriculum Suggestions

* Basic touch controls for gameplay interaction; current management and resource collection.
* Touch Gui controls for placement
* Level Linking
* Using Scores as variables
* Creatable units
* Path Finding and Path Selection
* Water based gameplay
* Currents