***3D Tower Defence Game***

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***Overview***

The premise of the game is to defend your base against waves of enemies while managing your resources. Adapt to the oncoming onslaught with various types of defensive turrets [?].

***Technologies***

The game is completely coded in C# using Visual Studio Code.

All maps have been made using Unity 3D.

All 3D models and animations have been made using Blender.

***Gameplay***

The gameplay follows a simple tower defence system in a 3D environment. The player will spawn turrets around the map to combat increasingly difficult waves of enemies.

The defences consist of three different types of turrets [!], each with three available tiers. Levelling up a turret to a higher tier will boost its stats. These will be spawned using the GUI bar and clicking on a turret will bring up the upgrade menu. Players will be able to spawn turrets anywhere on the map outside the main road [?].

The waves consist of various types of enemies, each with different stats, the number and stats of the enemies depending on the level that’s being played and the current progress through said level.

The camera gives the player an eagle view of the map [!!!!!] and will follow the players movement.

The game is level based and consist of 5 levels [!], each increasing in difficulty and length.

The strategy aspect of the game comes from managing resources and turret placement.