



Greenfoot Game Presentation

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What genre is the game?

The game is a tower defense game that allows you to spawn in towers with the click of a mouse costing 50 money each time. Monsters will be endlessly spawning on a path which if even one of them gets to the end of this path, you will die and lose the game.

Think of something like Bloons Tower Defense but more basic and simple to play.





Introduction to game:

The game centres around Neco-Arc, a small cat creature from the Melty Blood/Tsukihime series. They are rebuilding the Great Cats Village one day when they are suddenly attacked by Kaiju (monsters like Godzilla) and must use their worker tools such as nail guns to fend off the monster threat.

The kaiju are after one thing, “the grand treasure” of the Great Cats Village. In reality it is just a pebble their small brains think is a multi-dimensional teleportation device but the kaiju do not know that.



Design Consideration:

There was some consideration on how the game should look, at first it was going to be a much larger scaled game but it was turned into a smaller game for a much more refined and generally fun game. There were grassy fields but then changed to the background from Melty Blood Actress Again Current Code and with the path being a section of the path in that background to match the theme of it being Neco-Arc related.

I identified many classes on paper before implementing them in code and on greenfoot.

Overview of classes

Enemy Tower Projectile

```
public int  
public enemy  
if (level == )  
moveAlongPath();  
hitByProjectile();  
getImage();  
move();  
else if(()
```

MyWorld

```
public static int  
public void act()  
addInTowers();  
worldTime++;  
public void spawnWave()  
if(worldTime % 20 == 0)  
waveNumber++;
```

```
import java.util.List;  
int fireRate = ;  
public void act()  
enemyDetector();  
fireRate++;  
List<Enemy>  
if(fireRate > 9){
```

MainMenu

```
public class  
addObject();  
public void act()
```

```
public void act()  
move();  
if(isAtEdge())  
getWorld().removeObject
```

ThankYou

```
public class  
public ThankYou()
```



Development of the game:

This game has spent a lot of time being developed. Equal amounts of time have been spent on creating suitable assets for the game such as “Builder-Neco” and the menu screens, to the game code taking equal amount of time also.

The code had some issues at first and these were using the arraylist to map out the pathing for the enemies to follow. This was fixed through using multiple guides but then fell down to trial and error since the guides were using a completely different array size and pathing layout.

There was also the implementation of pressing keys to either disable or simply close the game upon completion. This was a simple fix since greenfoot is simple and easy to follow when it comes to setting up this system. A guide was also used to make sure it fully worked and had no issues going forward.

Character Lore: Neco-Arc

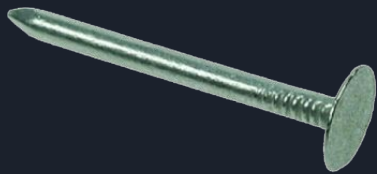
Neco-Arc is from a species called “Neco” and it’s gender is “...What...”. However in this game they are merely a construction worker called “Builder-Neco”.

Their outfit is similar to Bob the Builder, this is due to the builder aspect the character is going for to make it a story that doesn’t really matter too much overall.

They also shoot really powerful nails that will defeat any kaiju in its radius. There is also a cat called Devil-Neco but they are unused due to balancing issues.



Builder-Neco



Nail Projectile



Neco Beam



Devil-Neco

Character Lore: Kaiju

The Kaiju are monsters from the Godzilla franchise that are stated to be giant powerful monsters that have levelled towns and cities with nuclear like strength. The most popular one is Godzilla but in this game, they are evil raiders that want to steal all of the Neco-Arcs money and villages grand treasure. They will stop at nothing to get it.



Kaiju 1



Kaiju 2

Game visuals - Main Menu



Game visuals - Gameplay



Game visuals - Additional Screens (gameover and thank you)

You Lost!

Press **Z** to return
Main Menu.
or
Press **Q** to quit



Thanks for playing our game.



Made by David Griffin and Brandon Farrell



Team Contributions

Brandon Farrell -

[https://docs.google.com/document/d/1fYhuulo-gNjJAALKihMH2Xy68M6tdvdx9i4DK_3pYuY/edit?usp=share link](https://docs.google.com/document/d/1fYhuulo-gNjJAALKihMH2Xy68M6tdvdx9i4DK_3pYuY/edit?usp=share_link) - Greenfoot code contributions

Brandon also contributed the visuals you see in-game; these being - main menu, gameover, thankyou, tower/enemy, projectile, all of the visuals in general, sound and ideas.



Additional Documents

https://docs.google.com/document/d/1zvOVpApK90m9_md-MvMglAw3hv9Hyfxbbp1YOLkKjv8/edit?usp=share_link - Source Code



Github link

<https://github.com/DavidGriffin100165725/TeamGame>