Deep Sea Defense (DSD) Planning & Design

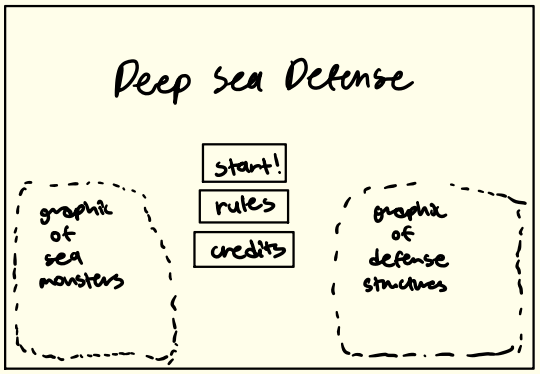
15-112 Term Project

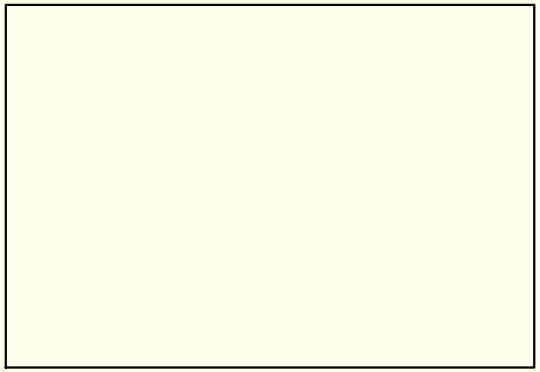
Dheeraj Vislawath

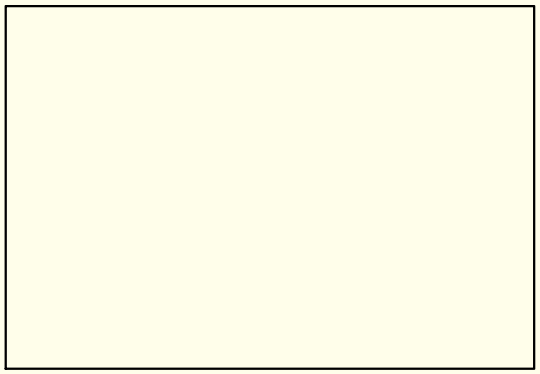
Screen Mockups (Oct 30th)

Function Ideas

'start' screen







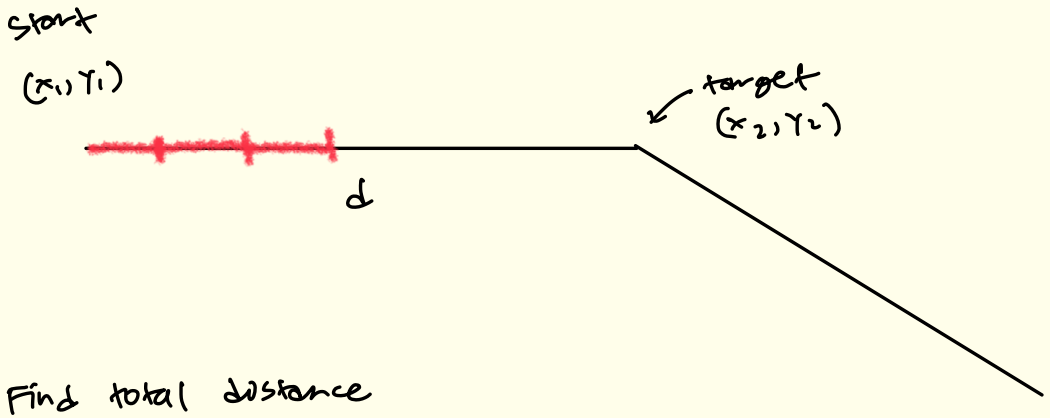
- utilize cmu_graphics screens (maybe seperate into files?)

widgets.py

class Button → needs to form a clickable button that grays and does some action.

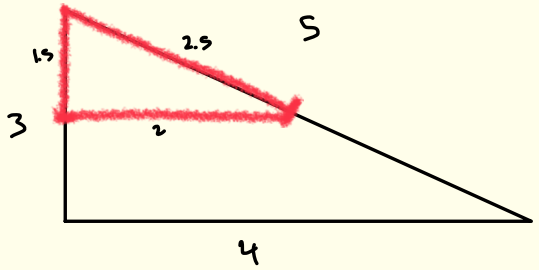
class TextInput → needs to get user text input

Finding the next coordinate for an enemy.



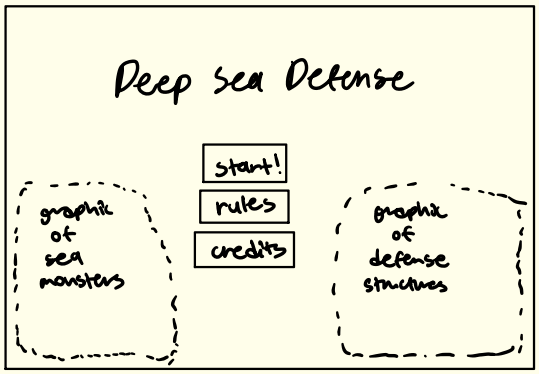
Find total distance

Then find coordinates of monster after a step towards the target

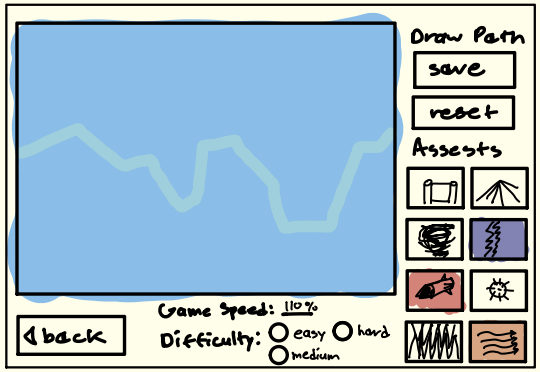


Story board

title screen

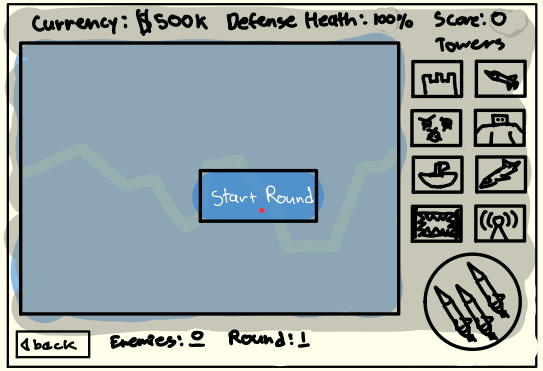


map editor screen



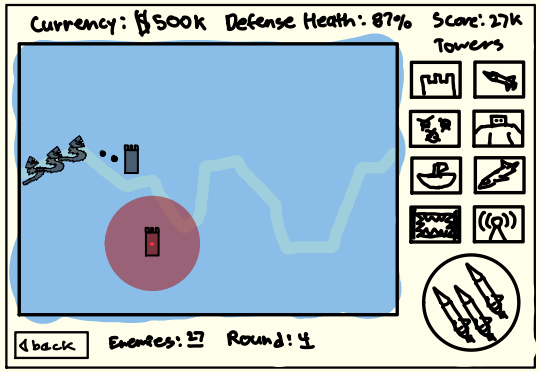
(initial)

game screen



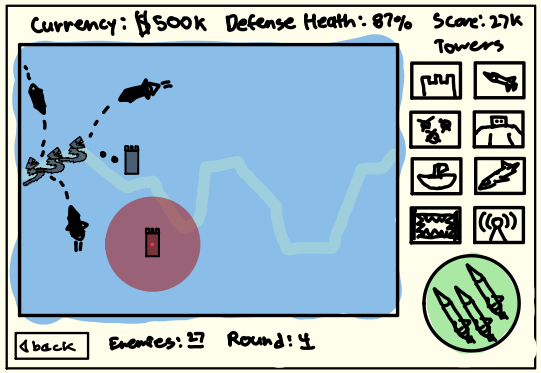
(spawning monsters, adding towers)

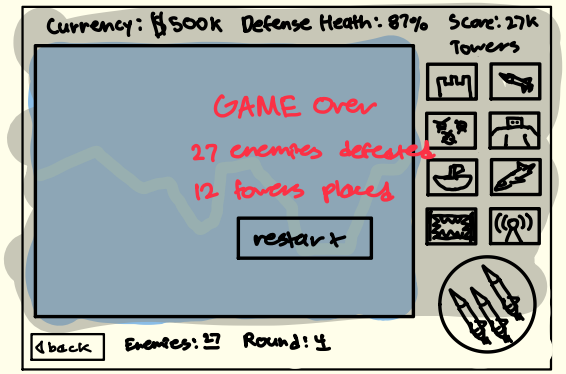
game screen



(special power use)

game screen



(game over)

game screen