

<b>CS102</b>	<b>Fall 2017/2018</b>	Project Group	<b>15</b>
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Criteria	TA/Grader	Instructor
Presentation		
Overall		

## ~ TOWER DEFENSE GAME~

Snowball

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- Introduction**

We are going to create a single player tower defense game which will be different from the classical tower defense type. It is going to be a desktop game, written in java. The user will be allowed to build his towers anywhere he wants on the map. In this way, he will create his own maze that requires advanced strategies than the classical types require. The game will be challenging because of its AI that can change its strategy in different situations.

- Details**

Game features:

1. Tower Types: There will be 3 different types of towers. Each type of towers will cost differently, so that player will consider their costs while making his decisions. The types are: attack tower defense tower, aura tower.

Attack towers try to kill the enemies. They are distinguished by their range, shoot frequency, damage and special abilities.

Defense towers: they don't attack the enemies but they gain time for attack towers by make the enemies stop for an amount of time. They are distinguished by their strength. They regenerate themselves. Tower has hit points and armor which can be upgraded by player for some cost.

Aura towers: there aura towers. They can either reinforce the attack towers or weaken the enemies. They are distinguished by their abilities.

Player can choose the target by his will if that target is in the range of the tower.

Some attack towers has special targets(For example some towers can attack only flying units.)

Player may kill enemies by clicking on them. Mouse is one of the weapon of the player which can be upgraded so that it damages enemies more.

There will be some special skills (For example player may freeze monsters by the skills)

2. Monster Types: There will be different kinds of monsters for each level, which can be distinguished by their health points, speed, and damage. There will be also flying units such that they ignore the maze and follow their own paths regardless of where the towers were built. Some enemies are stronger than the others which can be considered as their leader of the group. Also have some abilities which enhance the group members which are close to him. Some monsters can have special abilities.(For example, they may evade tower's attack by some chance)

3. Background: Basically the map will be the same for every level, however, the background will be different in order not to bore player.

4. Chance: There will be a lottery to get random tower in return of some game coin. This tower may be very strong or the weakest tower.

We also would love to add critical hit chance to the game. Some towers will have chances to double their damage for only that particular shoot. So the player can rely on his chance when needed!

5. Rewarding: The user can see the results of his efforts when he killed an enemy. Bigger rewards will be given at the end of each level as huge amount of game coin and points.

We will offer the player to accelerate the time in case they bore.

- **Summary & Conclusions**

We plan to mix other existing types of tower defense games and add some extra properties so that we can attract the player who love this type of strategy games. It will have simple design not to bore the user. It will be 2.5D and has good graphics. We will use LibGDX library to make its graphics better.