CST 326 – Game Development

Project 4 - Tower Defense Part 2

California State University Monterey Bay

Objective:

This week we are going to work on the second part of our tower defense game.

SUBMISSION: FORMAT AND RULES

(Part 1) You have until Sunday, 11:59:30 PM to upload your solution for Project 4a. “Uploading” consists of sending the URL for your Git repository (if it’s public you don’t have to add me).

(Part 2) Upload the link from your screen captured video (should be an ‘unlisted’ video in YouTube in your profile) with you explaining your code (should be <5 minutes).

The total value of this activity: 40 bonus points

Implement the following in your game:

(5 Points) Replace the initial map that you made with 3D geometry.

* Can be a ‘terrain’ or a bunch of manipulated cubes (Demonstrated in class 3/23)

(10 Points) Create designated positions ‘to drop’ defense objects.

* ‘Point and click’ to place defense
* Should cost ‘coins’ to place
* Should have more spots available than defenses to place (i.e, don’t have enough money to place everything)

(5 Points) Purse

* Reflect cost of defense being placed
* Don’t allow a defense to be the placed if purse < $0

(10 Points) Enemy

* Add health bar above enemy that reflects current health

(10 Points) Create YouTube video to discuss Code