CST 326 – Game Development

Project 4 - Tower Defense Part 3

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 4c. “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:

(10 Points) Use a data structure or some other method to determine which enemy you are targeting

(5 Points) Have enemies take away health (and eventually destroy) your tower if you do not defend it well enough

(5 Points) Add an effect when the enemy dies

* Examples: Could be a particle trail, an animation, a sound

(10 Points) Create a GUI with a “Start” and “Restart” button functionality.

* “Start” should show when first starting the game
* “Restart” should show after losing or completing the round

(10 Points) Create a YouTube video to discuss code