Tower Defence Game – User Guide

This game is only simple at the moment and can be improved a lot further with more time.

At the moment the game allows an enemy to spawn on the screen and move forward on the tiles.

The user will be allowed to select from a choice of tiles:

1. Grass – Where the towers will be placed
2. Dirt – Path the enemies will follow (can be customised)
3. Water – Can be used as a moat or cut off point for the enemies

The user will be able to select the tile type that they want by pressing the right arrow key (at the moment no text appears showing selected tile). The tiles start off with grass, then dirt and finally water.

To place a tile once selected the user just has to press the left mouse button and the tile will be placed on the chosen square. Holding down the left mouse button and dragging the mouse across the screen will allow a set of tiles to be created.

At the moment any tile placed in front of the enemies will stop the movement of the enemies.