

## **CPEN 321 Tower Defense Project Description**

1. For the tower defense game, we want to create a menu to select game difficulty, add more types of towers and minions, and improve the background graphics of the game.

2.

### Quentin:

Implemented 4 enemy classes under the Enemy.pde: Demacia, Corki, Voodoo, Leviathan. Under the Constants.pde: ENEMY\_GOLD\_, ENEMY\_INDEX\_, ENEMY\_DESCRIPTION\_ are added. In Input.pde: to keep the description file updated, each enemy class has a corresponding sub-case in void mouseOver() to update the description of that enemy during game while the mouse hovers near the enemy location. And a few modifies are made in the LevelPlan.pde in order to push the new enemies to the game in ArrayList<Wave> getEnemyWaves(int num).

### Jerry:

Created method menu in IAT167\_FinalProject\_JoeTsui.pde and added menu state that displays difficulty select menu in game. Updated default method mousePressed in Input.pde so that “buttons” are added on the menu for difficulty select.

### Kevin:

Implemented four new turrets by extending classes within upgradedbuilding.pde and added the upgrade tower buttons. Incorporated a texture overhaul by replacing the map texture sprites and the bottom menu UI. These changes were incorporated by import lines within the main class.

### **Original Game Repository:**

<https://github.com/Heilion/Tower-Defence>

### **Post Project Game Repository:**

<https://github.com/Jerryrsz/TowerDefense-CPEN-321-Team-38-Open-Source-Project->