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Open Source Project Presentation

A Tower Defense Game

Overview

- ▶ Project description:

- ▶ Game interface improvement
- ▶ Tower diversification
- ▶ Enemy diversification

- ▶ Utilized methodologies

- ▶ Informal Scrum
- ▶ Pair programming
- ▶ Requirements elicitation
- ▶ User stories and scenarios

Game Interface Improvement

Objective

- ▶ Implement a central menu for multi-difficulty setting selection
- ▶ Improve the graphics of the game
- ▶ Diversity tower beds and allowing for autonomous creativity

Tower Diversification

Objective

- ▶ Implemented secondary tower upgrade options
- ▶ Added laser, arrow, cripple and manual targeting towers

Enemy Diversification

Objectives

- ▶ Added four new types of enemies
- ▶ Each producing different gold drops and health rates

Procedure / Methodology

Procedure:

1. Discuss the requirements of this project
2. Elicitate requirements from other people
3. User stories formation
4. Flexible scrum meetings throughout the weeks
5. Pair programming
6. Repeat from step 4 until game works according to user stories

► Tools

- Processing
- Github

► Key assumptions

- The game framework runs on a state machine structure
- The maps are implemented much like JPacman with characters representing elements

Conclusion

- ▶ More versatile game
- ▶ Better graphics
- ▶ Central menu

Questions & Discussion

Thanks for listening!