Project URL: https://github.com/JiaanZhang/Tower_defense_game

Genre: Tower Defense Game

Game Context:

My first thought of my game is to make a traditional type of tower defence game, which has the same basic concept as other tower defence game. So far, I have created a first level terrain that contained a route starts with one enemy spawner and end up a home base. In both side of the route, I have set up several spots to allow player to build turret.

As for turret, I have built up two turret prefabs where I got it from online asset. The first turret is standard turret, which has a medium fire range, medium fire powers, and medium fire rate. The second one is an expensive missile launcher that has a large fire range with more powerful attack force but a slow fire rate. I have also designed a special feature of the missile launcher, which is the area like an explosion. In addition, I will add more turrets with upgrading feature by using game currency.

Furthermore, I have also already designed basic walking AI for enemy. Enemies would walk from spawner to home base. If one enemy has reached to home base, the live of base would be reduced for one. In next step, I will balance the enemy's stats depends on wave number.

For the game currency system I built for now, it has very basic working logic. At the beginning of the game, the player would have an initial currency to invest the first turret to against enemy. Then the defeated enemy would drop currency for the player to collect.

I have now created user interface. It has two clickable turret icons with price tag, currency number, wave number, the time left until next attack, a complete map, and the spot to build turret.

Additional Feature (maybe added):

Item System: item can be purchased from UI interface and each of them can have special effect on enemy. Since I have planned my game background under a military style, the choice of the item will be like area of effect and one time rocket, powerful trap, and tower enhancer.

Enemy Attribute: according to my military background, the enemy can be classified in different attribute, such as tank that has more health, soldier that has faster moving speed.

Asset URL: http://devassets.com/assets/tower-defense-assets/