

Tower Dream
Product Testing Instructions
CS408
Team 15

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Introduction

Tower dream is a tower defense game where the player not only builds towers, but also utilizes his builder/hero to fight enemies as well. The player builds towers to fight enemies and strives to survive through all waves to beat each level by using his defenses and hero skills in order to defeat the monsters.

System Requirements

- ❖ Any OS (Windows preferred)

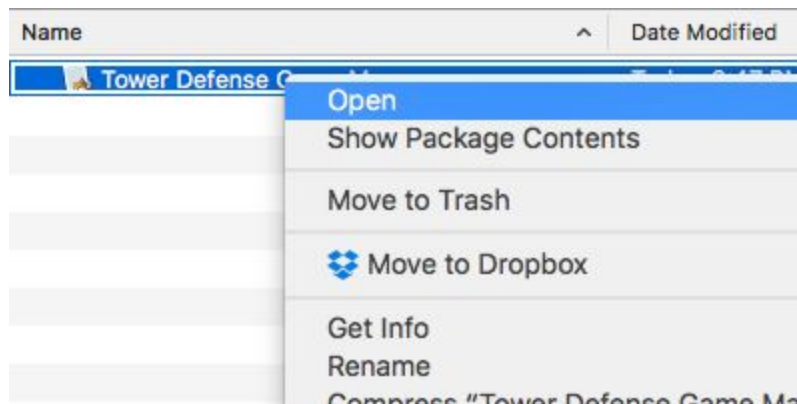
Test Setup

The files provided by the development team will include all game files and assets in order to proceed with black box testing. Players will be able to select between two levels in the game to test.

Run Game on 1280x720 windowed mode.

*** MAC USERS ***

There is a chance that mac doesn't let you open the game by double clicking. If that happens, open game by right clicking and pressing open or by control clicking.



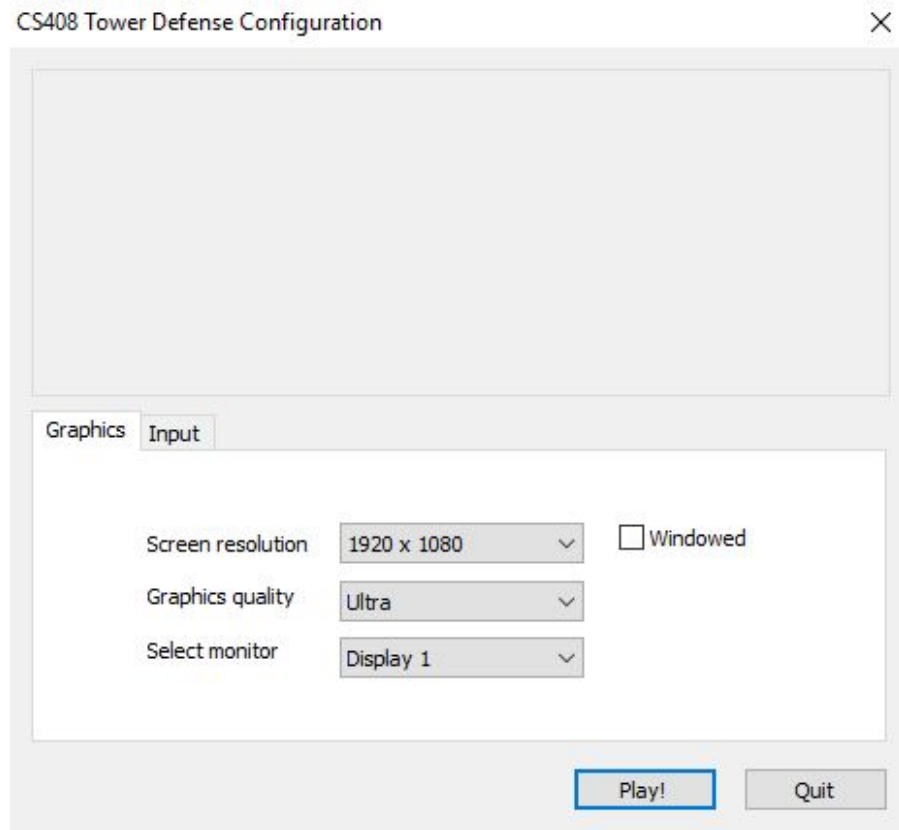
Program Structure

Game Setting Menu Options

The tower defense configuration menu contains the following functionality:

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- ❖ Screen Resolution Options
- ❖ Graphics Quality Options
- ❖ Monitor/Display Selection
- ❖ Windowed/Fullscreen Option
- ❖ Keybind Configurations/Controls



Level Select Options

The level select options menu contains the following functionality:

- ❖ Selection of level to play
- ❖ Option to quit the game

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In Game/Gameplay Options

The ingame/gameplay options contains the following functionality:

- ❖ Ability to pause the game and open pause menu
- ❖ Selection of towers to build
- ❖ Selection of hero abilities to use
- ❖ Ability to sell towers (Click sell to select selling mode)
- ❖ Ability to upgrade towers (Left click on tower you want to upgrade. 'Upgraded' will appear on top left notifications bar)

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Pause Menu Options

The pause menu contains the following functionality:

- ❖ Resume button
- ❖ Help button to know goal of game as well as keybinds
- ❖ Main menu option
- ❖ Quit game option



Basic Operation

In game controls

By default, these are the following controls while in game:

W: Move up

A: Move to the left

S: Move down

D: Move to the right

B: Build (Hold B)

F: Rock Spell (Hits a random enemy, 12 second cooldown)

V: Explosive Spell (AOE damage, 75 second cooldown)

1: Basic Tower

2: Spell Tower

3: Reinforced Tower

4: Farm

Left click: Deal basic attack damage to enemies and to upgrade towers

P: Get 100 gold (Used for testing)

Running the game

To run the game

- 1) Choose the level you would like to play (either Level 1 or level 2)
- 2) Build towers to spend gold as well as attack enemies to support your towers with your hero
- 3) Try to survive and not lose lives
- 4) To leave the game, press 'esc' to open up the pause menu
- 5) Press 'Menu' to go back to level select or 'Quit' to quit the game

Login Options

Before you get to the main menu, you have the option to register or to login

- 1) Only alphanumeric characters are allowed for both register and login
- 2) Logging into with wrong info should give an error

Things to note

- You can only build on the light green areas, not the yellow
- To beat the game, you all waves should be cleared, and there should be no more enemies left

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- Banner under number of lives is game notifications: It will display when a wave is starting, when you have lost the game, and when you have beaten the game.
- The farm is a buildable tower that periodically gives you gold when it is built.
- The player should be able to walk around the entire map, but not beyond the boundaries
- Some ways to earn gold are the following:
 - Default gold given at start of the game
 - Gold given from defeating enemies (ALL enemies give gold on kill)
 - Gold received from selling towers (Gives a portion of the tower's price)
 - Gold received passively from farms
- Boss mobs are mobs that are large (Slightly bigger than normal mobs) and have more hp than normal.
- When building towers, only one tower is allowed on each tile. Building another tower on top will result in it being built onto the nearest tile
- UI Bar on the bottom shows which building you currently have selected
 - This is indicated by a the red bar/highlight above each tower's icon
- Info on the top right display the following
 - Current level (Either 1 or 2)
 - Current wave
 - Time left til next wave
 - Number of enemies left