Calabash Brothers Protect Grandpa(2D Tower Defense)

Team project written with cocos2d-x. I was game designer and main programmer.
Source code: https://github.com/Li-Jia-Jun/MyGames/tree/master/TowerDefence
Trailer Video: https://www.youtube.com/watch?v=nFDN3rPHc6c

Introduction: Calabash Brothers are characters from the classic Chinese cartoon 'Calabash Brothers'. The goal is to protect the brothers' grandpa from monsters.

Game Mechanism: Player builds calabash towers to kill monsters that walk towards the grandpa. There are three types of calabash towers attributing in Physics(great damage), Water(slow effect) and Fire(burning effect). All of the three towers can be upgraded to 3 levels. The game has 6 levels and each level has its unique map. Game Difficulty increases with game level.

Technical Point:

Monster moving path is separated in numerous short straight lines.
Read map from .json file.
User data is stored in UserDefault.
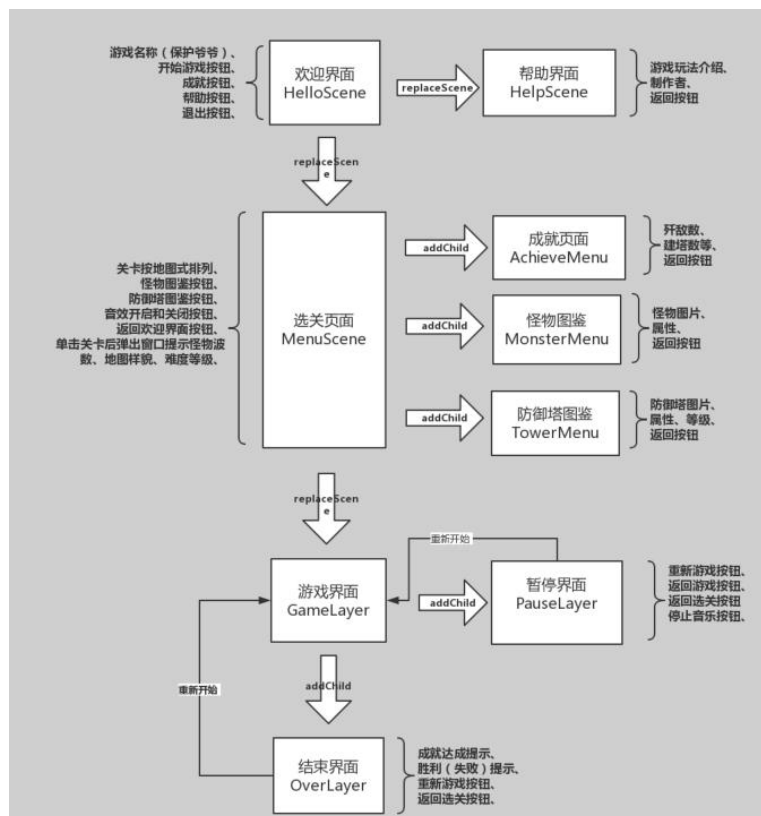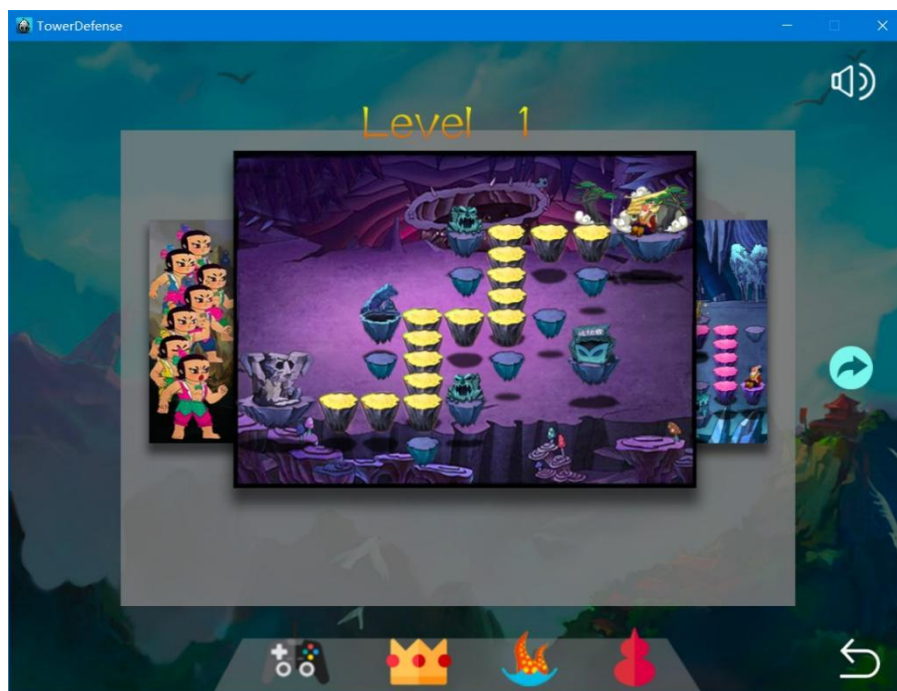

(Game Flow Chart)
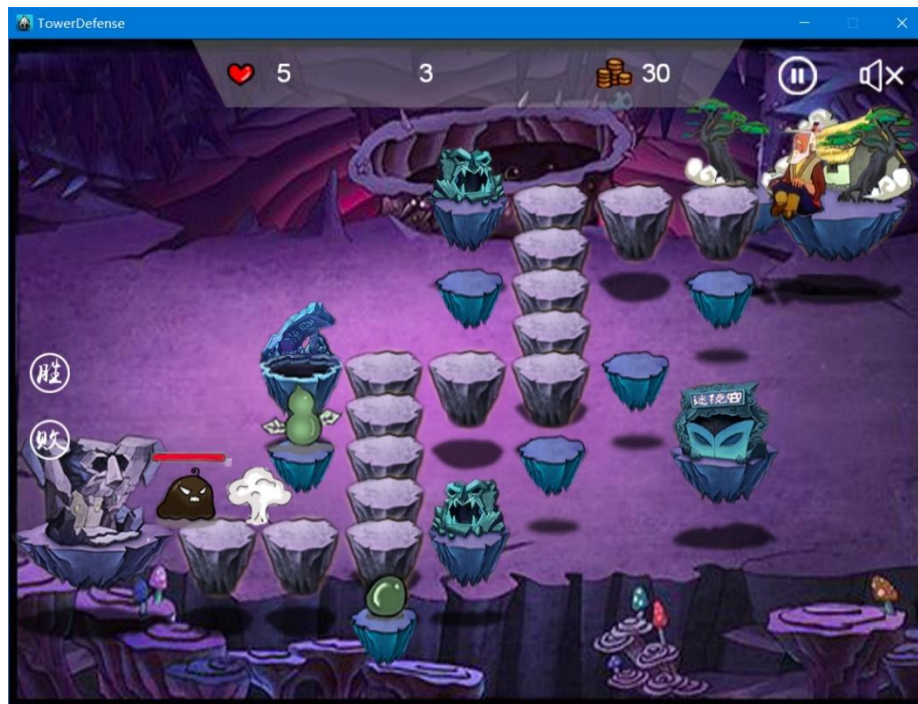
剧情模式每一关的地图

(Six Game Maps)

(Main Menu)

(Help Page)

(Map Menu)

(Gameplay)

Last, I am sorry about not providing the .exe file since it was unfortunately lost.