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Game Programming 1 – Fall 2020

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Lab #8

Game Idea: A tower defense game where one character must protect a tower from zombie and other creatures on 5 (or 10 not too sure yet) waves. If a zombie/creature reaches the tower, it will lose hp depending on which creature.

Scenario and characters description: The character will run around a “maze” hallway where the zombies will come from. He will have a weapon with which he will eliminate the zombies before they reach the tower.

Characters’ actions and goals: The goal of the character is to protect from zombies the towel until the timer ends and he must do so in 5/10 different waves. When he kills a creature, he receives a certain amount of point and when he reaches, let say, 10 points, he will receive an upgrade for his weapon or something else (TBD).

Game Win/Lose conditions: The win condition: If the tower still has health points at the end of the 5/10 waves, the game is over, and the player won. The lose condition: If the tower loses all its health points on any of the waves, the player lost the game.

Progression of levels: Every wave, a new creature will be introduced. The new creature will be stronger than the one introduced in the previous round (either runs faster, has more hp, does more damage or other).

Sources of inspiration: I was inspired by a mini game I used to play in a Minecraft server called CubeCraft.

Skills/interests I am looking for in teammate: Good at communicating, good at artwork (I am not an artistic person) there are others, but I cannot think of it right now.