Team TowerZ

CSE 210 - W21

Wish-list

This file is for the wish list of features we want to include in our game.

# The second step is to use your mock-ups to make a wish list of features. Here's a list of all the features that might be included in the game.

Main Scene:

* Have a high score button that will take the user to a separate high score page
* Have a start button that will begin the game
* Have a quit button that will close the window and stop the program
* Have a Instructions tab where the user can go to learn about gameplay mechanics and purpose

Game Scene:

* Have a “hero” who can melee zombies and build defenses
  + The defenses will be put up by either gathering resources or allowing mana to regenerate
* The hero can upgrade their castle, as well as place turrets within their walls
* Zombies will seek out the tower in the middle, and try to destroy it
  + They will have to get past the player, turrets, and defenses that have been made
* There will be a score proportionate to how many zombies have died
* The player will be able to see their resources/mana, health, and health of the tower
* There may be “waves” of zombies that will determine the “win” factor

Win/Lose Screen

* There will be a winning a losing screen
  + Both screens will allow the user to quit, and will display whether they won or lost
    - Only the winning screen will allow the user to enter a highscore
  + Each screen will have an animation to go along with their win or death

Instructions tab

* Simply a static tab that shows the user the basics of gameplay

High score screen

* Another static screen that displays the user’s specified name and their score received on a winning condition.