

That Time I Got Reincarnated as a

World Dominator

Documentation

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World Dominator - Top-Down Shooting Game

Introduction

World Dominator is a game inspired by Soul Knight and tower defense games. Where players take the role of soldier in the great war and have to defeat all enemies. With various types of weapon and tower to choose from, players can create their own strategy to survive through each wave.

Main Character



This is a character that the player can control. Main character always spawn with 100 HP and a pistol.

Weapon

Players always spawn with a pistol as a default weapon. But as the game progresses player can buy new weapon in shop to upgrade fire power. There are 3 main types of weapon : pistol, rifle and shotgun. Each one has their own ammo type and will be shared with all guns in that type (exclude a default pistol) . Every gun can only be bought once per game and will permanently be in player inventory.

Pistol Type

Slow atk speed. Use pistol ammo.



Default Pistol

Low damage. Do not consume ammo when fired.



Desert Eagle

Medium damage. Cost 100 gold.

Rifle Type

vaious attack speed and damage. Use rifle ammo.



AK47

Medium attack speed and damage. Cost 250 gold.



Sniper

Very slow attack speed but very high damage. Cost 900 gold.



Machine Gun

High atk speed and medium damage. Cost 600 gold.

Shotgun

Shoot spread bullet. Use shotgun ammo.



Double Barrel

Medium damage, shot 2 bullets at once. Cost 200 gold.



Shotgun

Medium damage, shot 3 bullets at once. Cost 300 gold.

Enemy

There are 2 types of enemy in this game : normal and elite. Enemy HP and damage are auto calculated every 10 waves.

Normal Enemy



Normal enemy can spawn as Knight rifle or Knight pistol
Knight rifle will move slower than Knight pistol but have more atk speed.

Elite Enemy



Elite enemy spawn every 5 wave before wave 20. After that, it has a small chance to spawn in every wave. There is also a Super Elite Knight which spawn every 10 wave and has 4 times more HP than Elite Knight

Item

Can be purchased from a shop.



Health Potion

Heals 20 health. Cost 80 gold.



Pistol Ammo

Gain 30 pistol ammo. Cost 20 gold.



Shotgun Ammo

Gain 20 shotgun ammo. Cost 50 gold.



Rifle Ammo

Gain 50 rifle ammo. Cost 75 gold.

Tower

Tower can be purchased through a shop. Player can only deploy tower between wave and tower can't be deploy on wall, undeployable tile (gray color) or tile that the player is standing on. Bullet can't go through tower. There are 3 types of tower : barrier, machine gun and sniper.



Barrier Tower

Barrier Tower is a wall with health that can be placed to protect player from enemy bullet. This tower comes with 500 hp.



Machine Gun Tower

Machine Gun Tower is a defensive firing tower with fast attack speed and medium damage. This tower comes with 400 hp.



Sniper Tower

Sniper Tower is a defensive firing tower with low attack speed but very high damage and very fast bullet speed. This tower comes with 300 hp.

Game Control

Game Control

Basic Movement


[W] Move forward
[A] Move left
[S] Move backward
[D] Move right

Left click to shoot

[Q] Previous weapon
[E] Next weapon

[SPACE] Skip countdown between wave
[ESC] To pause game / close shop

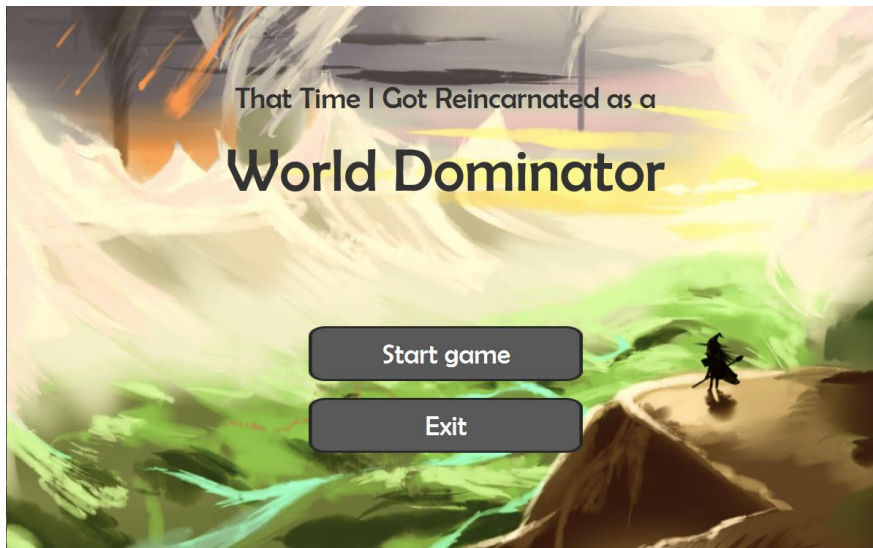
Using item

Left click a shop to open 
(you must be near a shop to open it)
[H] Use health potion

Left click a tile to deploy tower
(can only deploy between wave)
(you must be near that tile to deploy it)

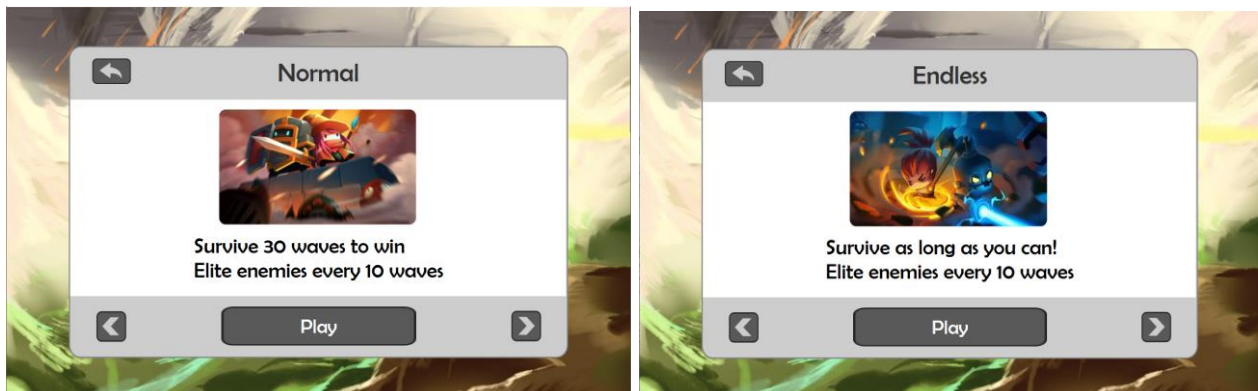
[1] Barrier tower
[2] Machine gun tower
[3] Sniper tower



Gameplay



When player open the game they will see the title scene. This scene has 2 buttons : Start game or Exit. If player press exit button, the program will end. If player press start game button, the game will show select game mode scene.

Select game mode scene



Player have 2 options : normal mode or endless mode. They can click  or  to switch game mode Then click play to start game.

There is a lore before going into the game. Player can press [SPACE] to continue.

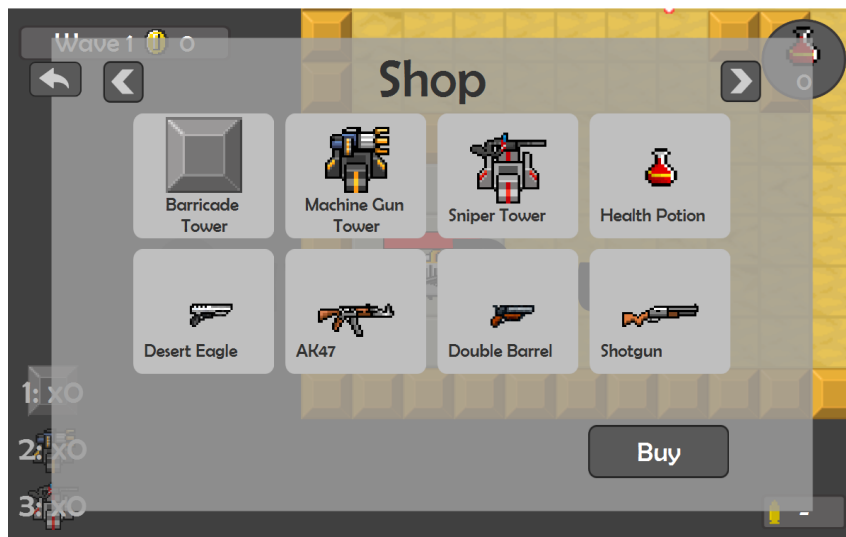
Playing scene






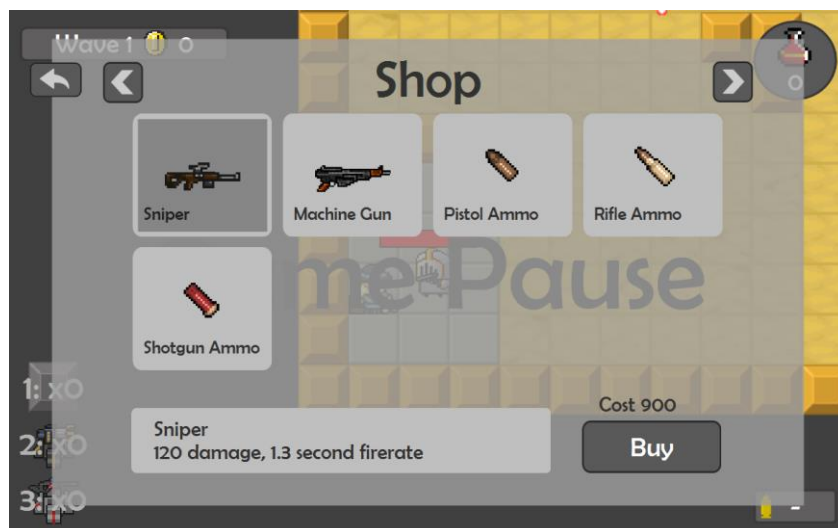
This is game scene. Player will always be in the middle of the screen and have HP bar over them. Player will died if HP reach or below 0
The top-left corner show current wave and how much gold player has.
The top-right corner show amount of health potion in inventory.
The bottom-left corner show each tower amount in inventory. A tower image will be highlighted if selected to deploy.
The bottom-right corner show ammo of current gun type left.

When player defeat all the enemy, the wave will end and show text countdown before next wave start. Player can use this time to deploy tower and prepare for next wave. If they're ready they can press [SPACE] to skip countdown and all time left will be convert into coin.

Shop



Shop is located at the bottom-left of the map. Player can open shop with left click and can change page by clicking  or . To buy an item, select item then press buy. Item will be bought if player have money equal to or more than item cost. When item is selected it will be highlighted and show the description and cost. Player can close shop by clicking  or press [ESC]

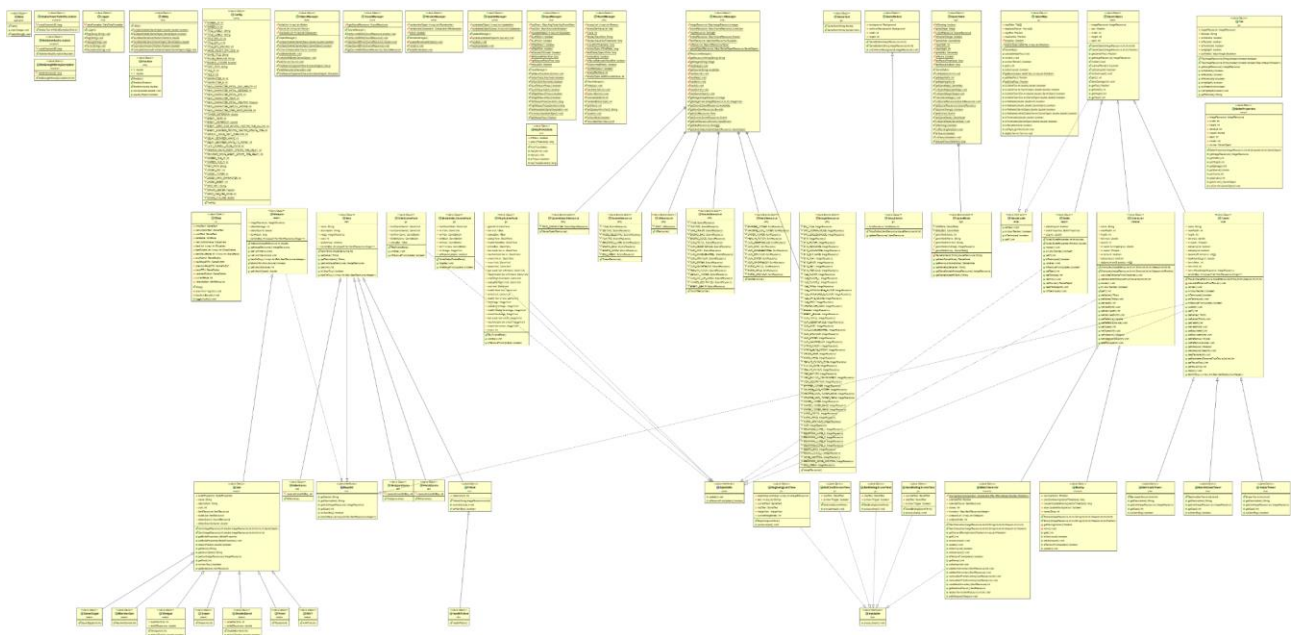


The game can end with 2 ways : player died or player survive through all 30 wave in normal mode. Both end have their own scene and will lead to end credit scene where player can press [SPACE] to close the game.

Some example of gameplay



UML Diagram



Documentation (Javadoc)

<https://world-domination-doc.web.app/>