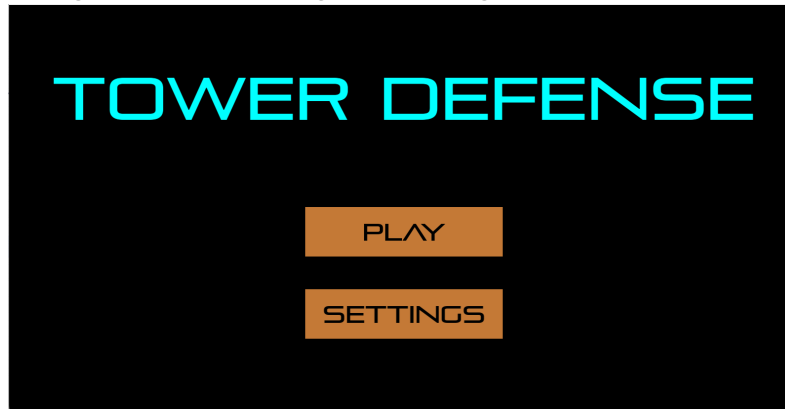


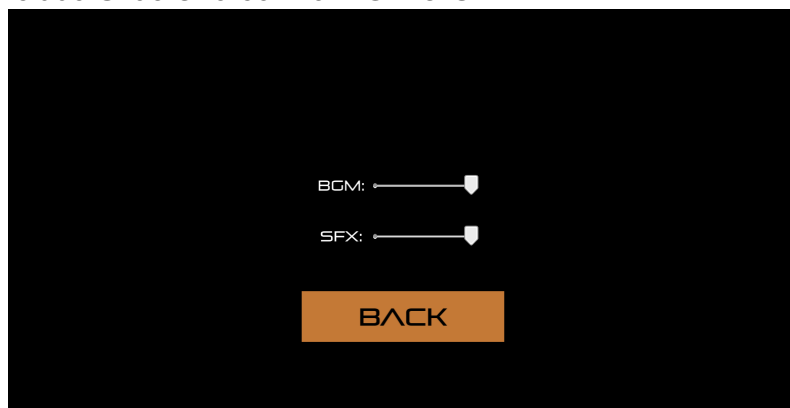
CS135601 Introduction to Programming (II)

TowerDefense

- Change start-up scene to **StartScene** 5%
 - ◆ Must include **Settings** and **Play** buttons.
 - ◆ Click **Play** button to change to **StageSelectScene**
 - ◆ Click **Settings** button to change to **SettingsScene**



- Add to **SettingsScene** 10%
 - ◆ Add "Back" button to return to **StartScene**
 - ◆ Remove 2 "Stage" buttons
 - ◆ Must include **Sliders** to control BGM & SFX

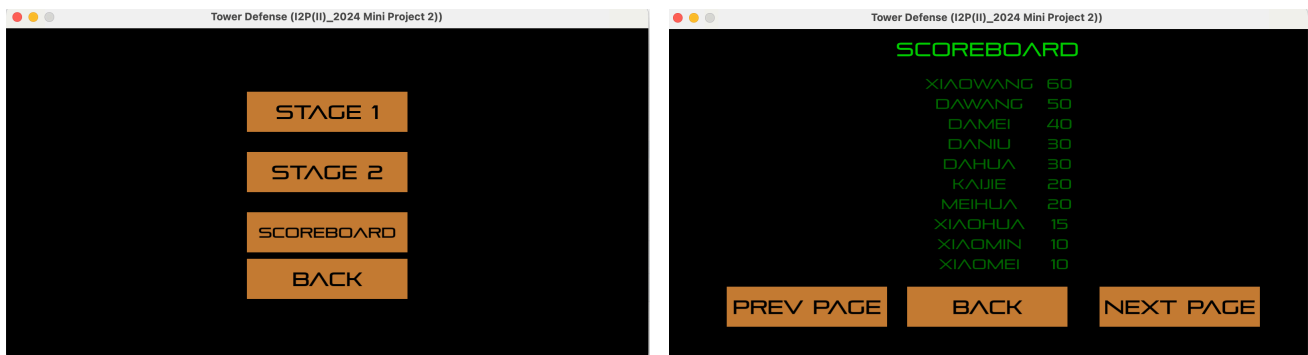


- Fix bugs in Scenes 15%

Hackathon End (+1 final score if finished on time)

- Add **ScoreboardScene** 40%

- ◆ You need to save scores when win
 - ◆ Define your own score calculation method
 - ◆ You can sort your scoreboard base on life, spent time, or anything you like (may be multiple, but you should show your design to TA on demo)
- ◆ You can create a button in **StageSelectScene** to open the **ScoreboardScene**, or any other ways. Show us how to check the scoreboard on demo
- ◆ The Scoreboard must be multi-page (with **Prev Page**, **Next page** to change the current page)
- ◆ The Scoreboard must be stored in file to be permanent (content should remain after re-opening the game)
- ◆ **[BONUS]** Add date time to each record 3%
- ◆ **[BONUS]** Add TextInput after win, try to record the user's name 7%



- Enemy pathfinding 10%
- Add new turret, new enemy, or tool 20%
 - ◆ Add a new turret that can be placed and will automatically attack enemies.
 - ◆ Add a new enemy that can follow the path and die.
 - ◆ Add a new tool that can be use in the map (not turret)
Example: Potato, Shovel, Mines...
 - ◆ The new turret/enemy/tool cannot be the same as those in the template.
 - ◆ Choose 2 from turret/enemy/tool to add, each for 10%
- [BONUS] Optimize or add features not mentioned above (Max 10%)