

DM2294 – Game Prototype Project

User Guide

Team Number: 16

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Game Title: Taxing Consequences

Genre: 2D – Top Down Tower Defense

Game Objective

The objective of this game is to prevent the enemies from reaching the casino by using towers represented by taxes or payment found in Singapore.

This game also seeks to increase the awareness of the player that they are required to pay all of these taxes or payments, and would they still be willing to take the risk to go and gamble knowing the consequences that follows after if they do not pay their taxes.

Controls

Mouse (Left and Right Click with the inclusion of the dragging of the mouse)

Mouse Controls:

Pressing the left mouse button on towers would allow you to select them, in which you can also use the left mouse button to choose their upgrades. The left mouse button can also be pressed at the mute icon, back icon as well as the wave start icon.

Press and hold down the left mouse button on the tower icons located at the bottom of the screen, drag your mouse while still holding down on the left mouse button to any of the gray areas, you'll see that on the gray tiles the tower would be in green colour while on others it would be red, green would mean that it is capable of being built, red being the tower not able to be built. Release the mouse when it is green in colour to build your tower.

While selecting a tower, you can move your cursor to any enemy that is within the tower's attack range and right click on them, doing so will result in the tower changing its target to that of your selection.

Game Mechanics/Gameplay Elements

Tile-based grid map:

Our game uses a tile-based grid system as the core mechanic. The player is capable of placing towers into such grids as and where he likes, however the placement of the towers can only be placed on a buildable tile and not anywhere else.

Tile Types:

Buildable tile



This is a buildable tile in the game, you can place towers on such tiles to build them.

Roads



These are the roads/path in which the enemies are going to walk on, this will tell you the path in which the enemies are going to take to reach the casino and allow you to plan out your tower placements.

Towers cannot be built on roads

Casino



This is the casino. Your objective is to prevent the enemy from reaching this place, if you fail to prevent the enemy from reaching it, you'll lose the game.

Towers:

Our game uses towers to prevent the enemies from reaching their objectives, the towers are represented by certain taxes or payment that are in Singapore. Each tower has its own unique stats, attacking method as well as its own upgrades.

Tower Types:

ERP Tower



This is the ERP Tower, the ERP tower is a decent tower with a fairly good damage and attack speed but low range, proper placement of this tower is advised to make full use of this tower due to its limited attack range.

GST Tower



This is the GST Tower, the GST tower is a rapid firing tower with low damage but decent attack range. This tower is recommended to be placed at points where it has the most path coverage as possible. This tower is good at getting rid of already weakened enemies that are trying to get by to let the stronger towers handle enemies which are still strong.

COE Tower



This is the COE Tower, the COE tower is a long ranged artillery tower that has a decent damage together with a splash/area of effect damage, meaning enemy within a certain radius would all get damaged. This would make COE Tower a very useful tower during waves with a lot of enemies, its only downside is its terrible attack speed.

Tower Upgrades:

Each Tower contains 2 different types of upgrades, with each upgrade being useful in different situations.

ERP Tower: The ERP Tower contains a damage upgrade and an attack speed upgrade

GST Tower: The GST Tower contains a damage upgrade and an attack range upgrade

COE Tower: The COE Tower contains a damage upgrade and an attack speed upgrade

Enemy Types:

Slow Enemy



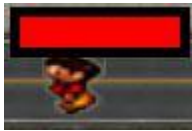
This is the Slow enemy, it has a low movement speed and an average set of health. It deals a moderate damage to the player if she reaches the casino.

Fast Enemy



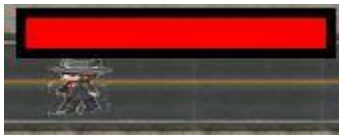
This is the Fast enemy, it has high movement speed but low set of health. It deals a low amount of damage to the player if she reaches the casino.

Tank Enemy



This is the Tank enemy, it has low movement speed but have a high set amount of health, It deals a moderate amount of damage to the player if she reaches the casino.

Boss Enemy



This is the Boss enemy, it is the strongest enemy the player will ever face. It has a decent movement speed with a high amount of health, it also deals the most damage out of all the enemies.

Player's Health:



The Player's Health as it says is the life of the player, if an enemy manages to get into the casino, the player's health would decrease, if the health bar depletes the player loses the game.

Currency:



The currency is used by the player to build or upgrade towers, it can be earned by defeating enemies. At the end of every level, the amount of money you have saved will be added as a bonus to your current score.

Score:



The score system is a way for the player to keep track of his high-score, score can be earned by defeating enemy or by saving up money and not spending them and clearing the level.