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Team Name: IvoRay

Project title: Tower Defence Game

Collaborator: Chang Ho Huan, Chew Zhi Jiang

Aimed level of achievement: Apollo11 with Mentorship

Project Description:

We are building a web based Tower Defence game with possible social integration to Facebook. This is game serves as an online platform for users to have fun and compete with their friends. Our targeted audience are mainly Facebook users. Although we will have a separate webpage where users can sign up without Facebook. The game will be able to run without users signing in. However if they want to keep record of their game progress, they will need to have an account.

Commercially, we aim to provide advertisement platform for possible sponsors of this project on Facebook. A game is essentially a licensing product. The way it makes money is by advertisements, selling the characters and in game purchase. We strive to approach the project with all three ways to simulate real life situation on how building a game can be economically viable.

Here are some brief introduction of the features that is going to show up in our game.

1. In-game purchase:

In this tower defence game, users can increase their chances of winning by increasing their castle(the thing they are trying to protect)’s live and armour. Having more life, the castle is able to survive more attack. Having higher armour, the monsters can deal less damage to the castle. The currently in the game comes in a form of gemstone. The way one can obtain gems are either through some activities on Facebook, or in game purchase. Making some donation to the developers is a common way to support the games one is playing.

1. Mingling with friends:

Friends are able to help each other. In this game, we simulate real life allies with the feature of borrowing strength from your friend. We will provide a section where you can choose 2 of your friends to help you in your battle field. You can inherit 25% of their castle’s armour and hp. That will be invaluable once you reach higher stages of this game where the monsters are fast and furious.

1. Competing with friends:

Our game will have a feature to keep track of the highest stage you have reached. This is a way for the users to show off their strategy and achievement to his friends. We believe that adding them competitive spices into this game will boost the sense of satisfaction one can derive from this game.

1. FAQ:

We will have a page to answer frequently asked questions and allow users to post bugs and ask questions about the game. This allow us to improve our game more quickly with the help of users.

**Reference used:**

For learning:

* Basics on jquery, javascript (<http://www.codecademy.com/learn>)
* codecademy

For creating documentation of the project

* *Google sheets for creating project logs (*[*http://www.google.com.sg/sheets/about/*](http://www.google.com.sg/sheets/about/)*)*

*For development of frontend of app*

*For development of game prototype*

* Getting tutorials on creating a tower defense game (<http://www.codeproject.com/Articles/737238/Ultimate-Tower-Defense>)
* Javascript library to work with html5 canvas element (<http://www.createjs.com>)
* Getting tiles for the game (<http://opengameart.org>)

For web page design

* W3school

Code generator:

•http://cssplant.com/clip-path-generator

• http://www.bestcssbuttongenerator.com/#/11

• <http://www.cssportal.com/css3-rgba-generator/>

• <http://csstxt.com/>

•http://border-image.com/#%7B%22src%22%3A%22http%3A%2F%2Fwww.w3.org%2FTR%2Fcss3-background%2Fborder.png%22%2C%22linkBorder%22%3Atrue%2C%22borderWidth%22%3A%5B0%2C0%2C0%2C0%5D%2C%22imageOffset%22%3A%5B18%2C11%2C11%2C10%5D%2C%22fill%22%3Afalse%2C%22setRepat%22%3Afalse%2C%22repeat%22%3A%5B%22stretch%22%2C%22round%22%5D%2C%22scaleFactor%22%3A3%2C%22setRepeat%22%3Atrue%7D

**Project Log**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | Chang Ho Huan | Total |  | Chew Zhi Jiang | Total |
|  |  | 143 |  |  | 137 |
| Date | Remark | No of hours |  | Remark | No of hours |
| 11/05/2015 | 1.Orbital liftoff(11h) 2.one hour of html learning(1h) | 12 |  | Orbital liftoff (11hr) | 11 |
| 12/05/2015 | 1.Orbital liftoff(10h) 2. one hour of python learning(1h) | 11 |  | 1. Orbital liftoff (10hr) 2. Solving problem with google app engine(0.5hr) 2. Learn html (1.5hr) | 12 |
| 13/05/2015 | Learn python(7h) | 7 |  | Learn HTML&CSS(2hr) | 2 |
| 14/05/2015 | Learn python(4h) | 4 |  | Learn HTML&CSS(2hr) | 2 |
| 15/05/2015 | Learn python(5h) | 5 |  | Learn HTML&CSS(2hr) | 2 |
| 16/05/2015 | Learn python(5h) Learn HTML&CSS(1h) | 6 |  | Research on integrating games to fb(1hr) Learn Javascript (7hr) | 8 |
| 17/05/2015 | Learn HTML&CSS(6h) | 6 |  | Refresh python(4hr) | 4 |
| 18/05/2015 | Learn HTML&CSS(5h) | 5 |  | Refresh python(4hr) | 4 |
| 19/05/2015 | Learn Javascript(4h) | 4 |  | Learning HTML&CSS(8hr) Learning Javascript(3hr) | 11 |
| 20/05/2015 | Learn Javascript(2h) bootstrap(2h) | 4 |  | Learn createjs(8hr) | 8 |
| 21/05/2015 | Learn Javascript(5h) | 5 |  | Research on creating 2D game with html5(3hr) | 3 |
| 22/05/2015 | Learn Javascript(3h) Learn jQuery(1h) Research information on web based game development(2h) Design preliminary ppt slides for June 1st(1h) | 7 |  | Learn Javascript(8hr) | 8 |
| 23/05/2015 | Research on html5(2) Learn jQuery(4h) | 6 |  | Learn Javascript(1hr) Bootstrap exercise(7hr) | 8 |
| 24/05/2015 | Research on web development(5) Design my first webpage(4h) | 9 |  | Learn jQuery(5hr) Research on game development(7hr) | 12 |
| 25/05/2015 | Design my webpage(11h) | 11 |  | Design game prototype (9hr) | 9 |
| 26/05/2015 | Design webpage(8h) | 8 |  | Added image to prototype(5hr) | 5 |
| 27/05/2015 | Design webpage(3h) Mission control(2h) | 5 |  | Design game prototype (3hr) Mission control - Meteor(2hr) | 5 |
| 28/05/2015 | Designing webpage(5h) Image Editing(2h) | 7 |  | Design game prototype (6hr) | 6 |
| 29/05/2015 | Designing webpage(5h) Image Editing(2h) | 7 |  | Design game prototype (2hr) | 2 |
| 30/05/2015 | Learn Game Design(7h) | 7 |  | Design game prototype (7hr) | 7 |
| 31/05/2015 | Analysing sample code(7h) | 7 |  | Design game prototype (8hr) | 8 |