



- Manual -

- A 2D tile-based tower defense game -

**Defend your way through countless fruity enemies,  
using mythical towers, through all four seasons!**

# Compilation/Execution

## Running from the Source Code:

1. Download and setup any version of Python less than or equal to [3.10.9](#) (Pygame does not work by default Python 3.11 versions)
2. Open Command Prompt or Windows Powershell
3. Run the command `cd "path/To/Game/Folder"` with the path to the extracted folder containing the game files
4. Run the command `python -m pip install -r requirements.txt` in order to install any modules needed to run the game
5. Run the command `python start.py` to run the game

## Packaging into an Executable:

1. Follow the above steps to install the Python interpreter, any required modules, and to navigate to the source code directory of the game in Command Prompt/Windows Powershell
2. Run the command `python -m pip install pyinstaller` to install PyInstaller, a module which allows you to package Python source code into executable files
3. Run the command `python -m PyInstaller start.py --onefile --noconsole --icon=res/game/icon.ico --distpath ./ -n "Towers Of Time"` to create the executable file
4. To run the executable file, open file explorer, navigate to the game directory, and double click on "Towers Of Time.exe", or run the command `"Towers Of Time.exe"`

# Features

## Towers:



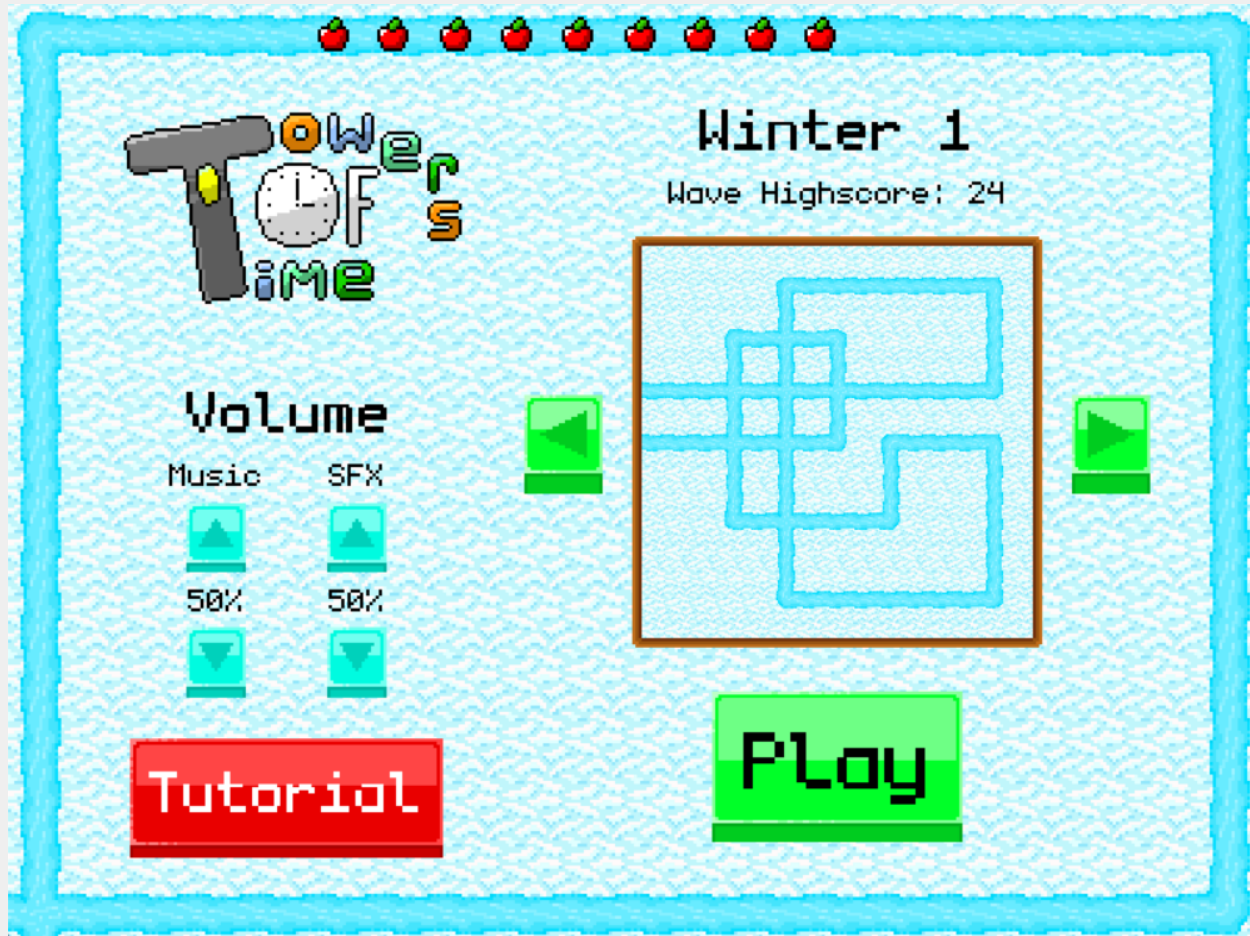
Towers come in all different shapes and sizes. They do various amounts of damage to enemies and you can buy them from the shop menu and place them on the map. Towers also differ in the range in which they can hit enemies, and the time in between attacks. Specific towers can also deal damage in bursts to all enemies in its range as well, such as the Nuclear Tower.

## Enemies:



Enemies come in different amounts of HP and speed. They are fruits, and if they get to the end of the track, they will end your game, so you need to place towers to defend yourself.

### Main Menu:



The main menu of Towers of Time has many different features.

### Volume (Music and SFX):



You can adjust the music and sound effect volume levels on the main menu.

### Map Selection:



You can change the map you are on. The maps are based on the four seasons and increase in difficulty as you move to the right.

### Tutorial:



Use the tutorial to learn how to play Towers of Time, and for tips and tricks!

### Side Menu:

**Towers of Time** - A game made for the BPA Software Engineering Team competition



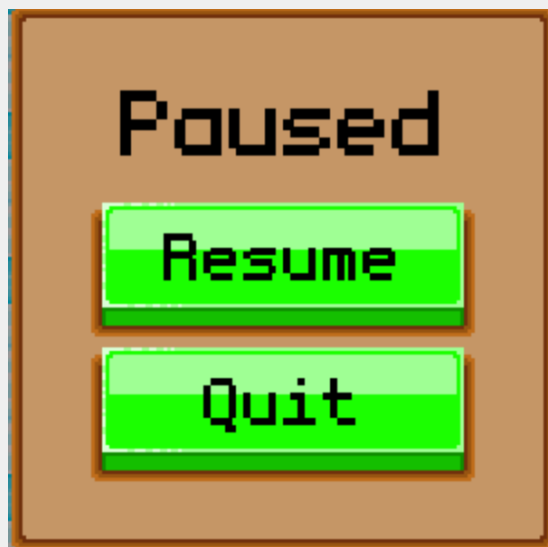
The side menu is a major point of functionality that contains many things that you can do. The following pages explain everything on the menu.

### **Skip:**



You may press the skip button when one wave of enemies has passed but the next has not come yet. This will skip the waiting period in between waves of enemies and it starts the next wave!

### **Pause/Pause Menu:**



Press the double vertical bars to pause the game. You may resume or quit.



### Resources Counter:



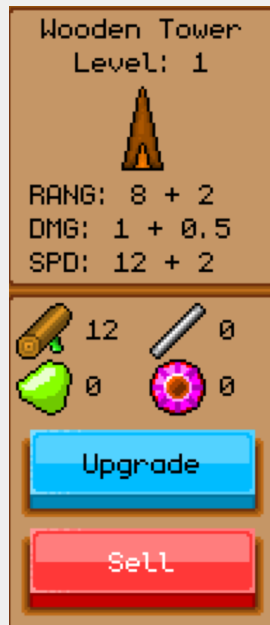
The resources counter shows you the amount of resources you have. Wood, steel, uranium, and plasma come from defeating different enemies!

### Tower Selection/Buying:



You can choose what type of tower to buy and see how much each costs.

### Upgrade Menu:



After buying a tower, you may click on it to view its statistics as well as view how many resources it costs to buy a tower. You may also sell the tower. The + symbol next to the tower statistics tells you how much that statistic of the tower will increase by when you upgrade it.