**“Castle Defense” Game Design Document**

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PROG2370 - Game Programming with Data Structures

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Goal: Defense Castle from Enemy

Class Structure

1. Castle
2. CorssBow
3. Enemy
   1. Position
   2. Speed
      1. X
      2. Y = LayerDepth
   3. Scale
4. Enemy Generator
   1. Level
   2. Random Y
5. Skill
   1. Bomb
6. Castle
   1. Health??
7. CorssBow
8. Enemy
   1. State
      1. Move
      2. Idle??
      3. Attack??
      4. Hurt??
      5. Die??
   2. Speed
   3. Size
   4. Position
      1. X
      2. Y = LayerDepth
   5. Health??
9. Enemy Generator
   1. Level
   2. Random Y
10. Skill
    1. Bomb

SpriteBatch, Texture, position, speed, origin,

https://docs.godotengine.org/en/stable/tutorials/2d/2d\_movement.html

Enemy List

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Cute Wolf | Red Bat | Bold Samurai + Sword | HeroGuy | EnemyGuy | Soldier + Sword |
| Idle  Run  Attack  Hurt  Die | Logo  Description automatically generated  Idle  Walk  Attack  Hurt  Die | A person holding a knife  Description automatically generated with medium confidence  Idle  Run  Attack  Hurt  Die | Logo  Description automatically generated  Idle  Run  Slash  Hurt  Die | A picture containing logo  Description automatically generated  Idle  Walk  Attack  Hurt  Die | A picture containing text, helmet  Description automatically generated  Idle  Run  Attack  Hurt  Die |
| Cute Zombie1 | Cute Zombie | Powerful Knight 1 | Powerful Knight 2 | Powerful Knight 3 | Orcs 1 |
| Shape  Description automatically generated  Idle  Walk  Attack  Hurt  Die | A picture containing vector graphics  Description automatically generated  Idle  Walk  Attack  Hurt  Die | Idle  Walk  Run  Attack  Hurt  Die | Idle  Walk  Run  Attack  Hurt  Die | Idle  Walk  Run  Attack  Hurt  Die | A picture containing toy  Description automatically generated  Idle  Walk  Run  Attack  Hurt  Die |
| Orcs 2 | Orcs 3 | Troll 1 | Troll 2 | Troll 3 |  |
| Idle  Walk  Run  Attack  Hurt  Die | Idle  Walk  Run  Attack  Hurt  Die | Idle  Walk  Run  Attack  Hurt  Die | Idle  Walk  Run  Attack  Hurt  Die | Idle  Walk  Run  Attack  Hurt  Die |  |