**“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

Level, Game Start, Stop

1. Castle
2. CorssBow
3. Enemy
   1. Position
   2. Speed
      1. X
      2. Y = LayerDepth
   3. Scale
   4. State
      1. Move
      2. Idle??
      3. Attack??
      4. Hurt??
      5. Die??
4. Enemy Generator
   1. Level
   2. Random Y
5. Collision Detector
   1. Dead motion
   2. Score System
6. Sound
7. Music
8. Skill
   1. Bomb
9. Castle
   1. Health??
10. CorssBow
11. 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??
12. Enemy Generator
    1. Level
    2. Random Y
13. 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 |  |