COS20007

Distinction Task 1

Topic: Generic Tower Defence Game

2D top down tower defence game with simple coloured shapes. The player buys and places towers on the map that takes down incoming enemies that damages the player when it reaches the end. Enemies spawn on the start of the track and follows the path to the end. Points are earned when enemies die and spent to buy and upgrade towers.

There are three type of towers, shooter, spike factory, and freeze. Shooters shoot projectiles at the enemies and damages them, and can be upgraded to shoot faster or deal more damage against carriers. The freeze tower periodically slows down all enemies within its range. Upgrades for the freeze tower includes increased range and faster recharge. The spike factory produces spikes on the path that’s within range periodically. Spikes are temporary objects that damages enemies before it disappears. Spike factories can be upgraded to produce spikes faster or create stronger spikes.

Towers can specify which type of enemy it should prioritise targeting, strongest, closest or first. They can also be selected for upgrading or selling at specified prices through the UI at the bottom of the screen.

There are 5 types of enemies, Splitter(grows and duplicates into two over time), Rusher(moves at a faster speed), Spiked(does a lot of damage), Regen(regenerates health over time) and Carrier(has high health, pops into many other enemies).

Enemies spawn and move along a path, while the towers can be placed anywhere other than the path. The path is made up of a large array of points. An enemy moves from point to point smoothly until it reaches the end or gets destroyed.