



Battle to defend your towers in a PvC card strategy game. Become a master of Strategy & Defend your tower.

Memberwise features

1. Zubaer Habib Sayham (23101301)

1.1 Towers, Arena, Troops Build and Camera Adjustments:

The game will happen on a grid based chess type Arena. There should be 2 sides, 1 computer side and 1 player side. Each side has 3 towers (2 Princess towers and 1 King Tower). So there will be 6 towers in total. King Tower has more HP than Princess Towers. There will be 4 kinds of Troops: Barbarian, Archer, Giant, Knight. Each troop's HP and Elixir cost is different. All the Troops and Towers will have an HP bar above them which will be functional. There should be camera

zoom in, zoom out, and arena rotation effect. Also First Person Player Tower and First Person Enemy Tower view.

1.2 Elixir Cap and Troops Elixir Cost Management:

Creating different troops. Each troop cost some Elixir. There will be a button for each troop deployment. At a time there will be 3-4 troop deployment options and the player must strategize based on the scenario and elixir cost which troops to deploy. So there will be an elixir system which will be constantly growing but max 10 elixirs. Stronger the troops more elixir it will cost to deploy them.

1.3 Troop Deployment and Movement Towards Tower:

After Deployment troops move towards the enemy tower. If they reach the tower the tower hitpoints drop based on how much damage the troop gives. So each tower must have some hitpoints.

2. Jannatul Habiba Prova (23101304)

2.1 Troops Engagement and Battle:

As this is a PvC game, both players' troops can also clash with each other. And the troop with more hp and damage will win in the clash. So that's how players will defend their towers with troops.

2.2 Different Difficulty Modes:

As this is a PvC game, the Computer side will get difficult based on the Game difficulty mode. There will be 3 modes: Newbie, Challenger, DeathMode. Based on the modes The Computer sides troops power will increase. In Newbie mode the Computer can only spawn Goblins and Archers, In Challenger mode it can spawn Knight also and in Deathmode it can spawn Giants also. But the elixir cap stays the same for both Player and Enemy.

2.3 Troops Death Effect and Tower Demolish Effect:

If a troop is dead it will lie on ground, also if a tower is demolished it will be demolished leaving some demolished parts on ground.

3. Israt Hossain (23101475)

3.1 Tower Self-defence Mechanics:

Towers can also fire at each other's troops only to defend themselves. This will be automatic. The damage of this will be less but effective resulting in a self defence system also. Also the king tower only shoots when the princess tower is gone until then it does not shoot.

3.2 Game Pause, Restart and Speed up Mechanics and Bullet hit animation:

There will be a pause button, restart button and speed increase mode with a cap. Also to make the game more lively when the troops are hit, explosions will happen. Explosions are basically Spawns 10-20 tiny cubes that fly outward and fade away when a troop's health hits 0 HP.

3.3 Game Over Mechanics:

When a tower is fully destroyed meaning its hp gets to 0 then it is Game over. For Game Over there will be A message of Winner and A demolished tower of the lost player. Also if there were troops on ground they would all lie down if they are from the losing team and if they won they would keep standing.