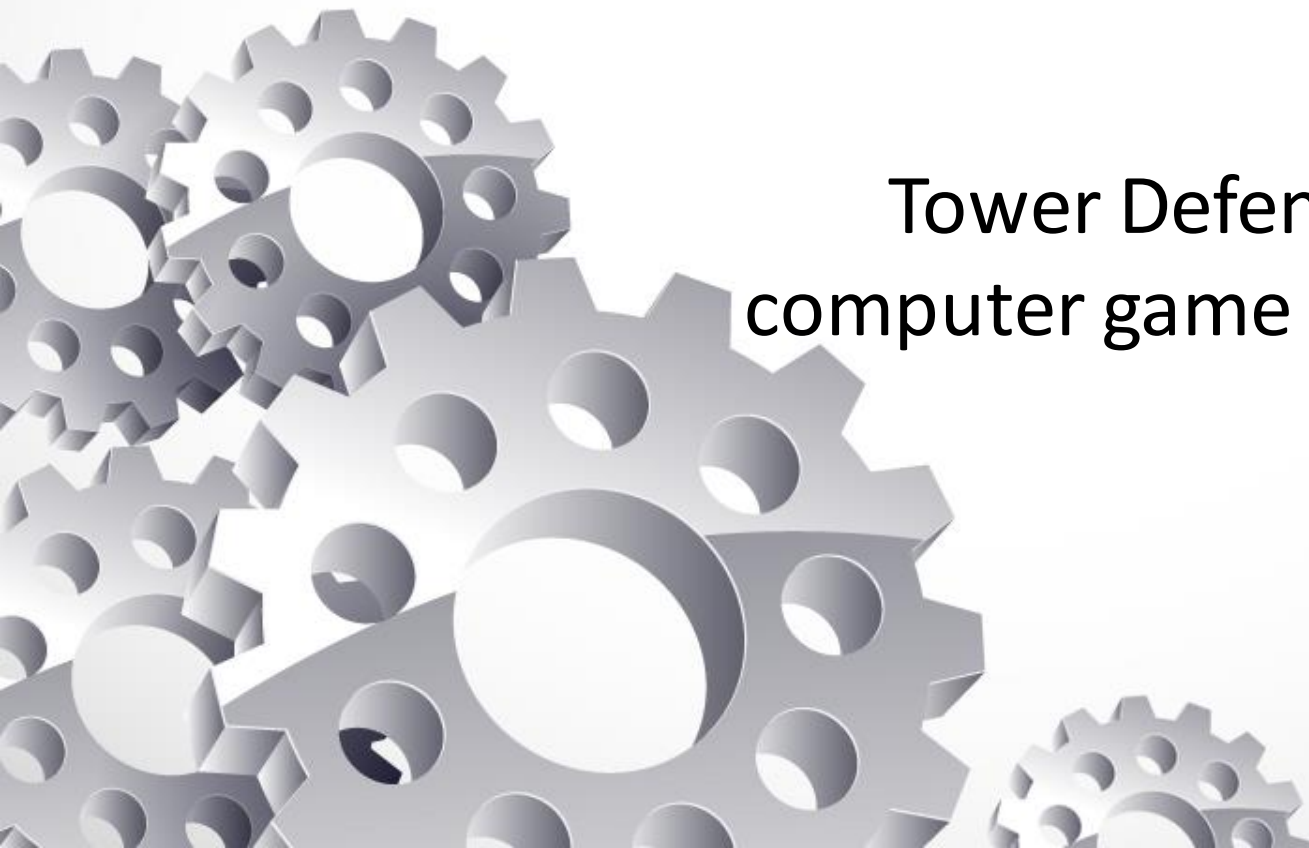# "Is that future?"

Tower Defence/Visual Novell computer game and android app

The developed application contains two types of computer games.

The visual novel is used to visualize the written story of time travel. In the processes of time travel, the protagonist's brain is exposed to drugs. During these moments, the player needs to allocate resources correctly in order to preserve his sanity and reach the finale.

Depending on the results achieved in preserving sanity, the player arrives at one ending or another (good or bad).

The goals of this project:

1. Development of a game constructor in the Tower Defence genre, allowing people without programming knowledge to create ready-made game products.

2. Development of a visual novel game constructor.

Used software

software used to develop the project:

- Unity3D game engine

- Visual Studio 2017 Community development environment

- Paint.Net, Photoshop, Corel Draw graphic editors

- Dragon Bones animation software

Просыпается от того, что в комнату с белыми стенами, как он увидел уже после того, как включили свет, вошли несколько людей в халатах.

The appearance of a visual novel

Developed a scripting language for visual novel scenarios

Setting up a folder with character images:
#folder(Анна, Anna)
Setting the color of the text character:
#color(Анна, A26AE6)

Script blocks:
@start
Глава 1
{
        goto(@1)
}

@1
{
        bg(NII.png)
        goto(@2)
}

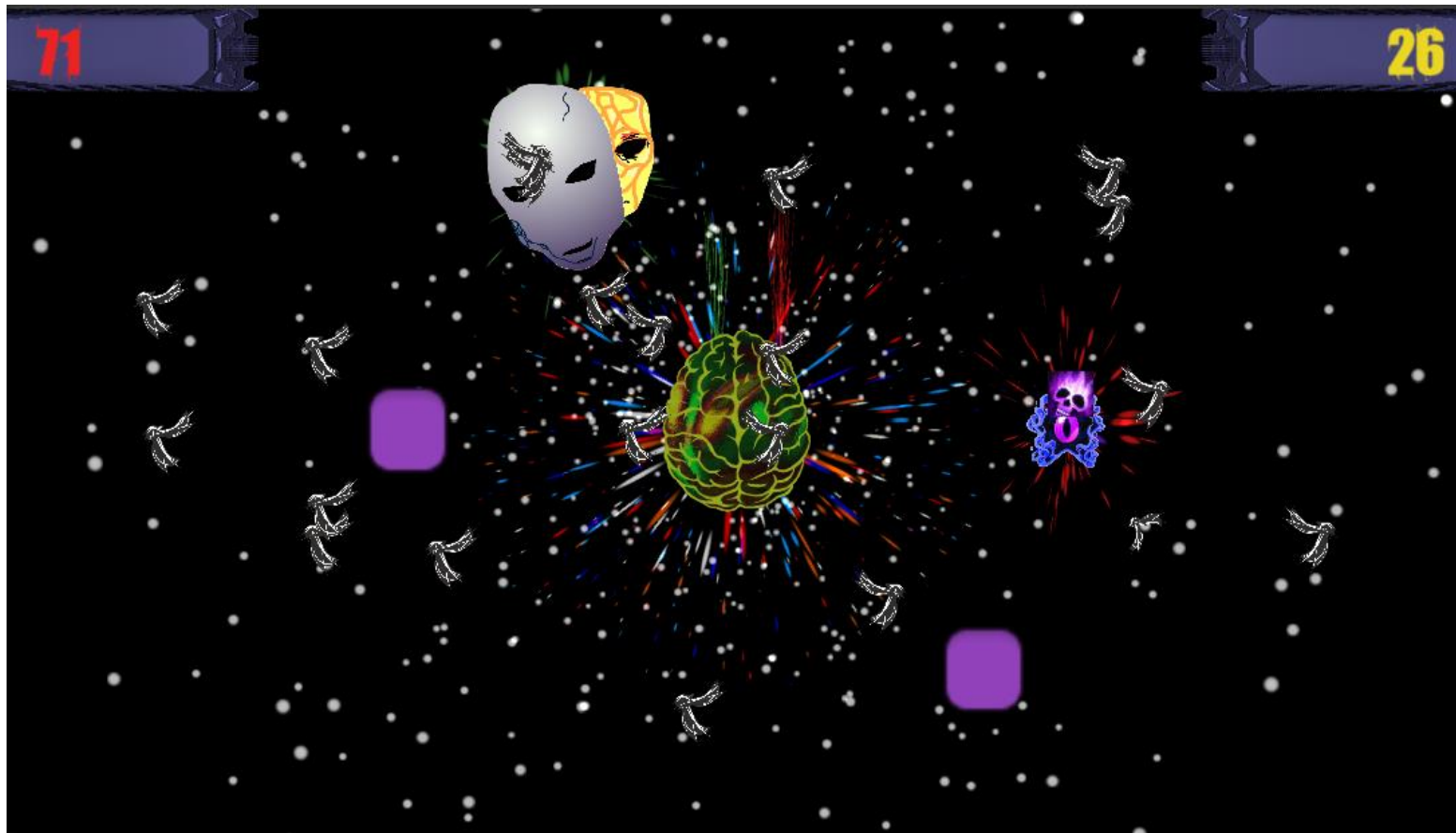# Developed a scripting language for Visual novel scripting language

Show the character anna with the image anna.png in the coordinate:
X = 0.7
show(Анна, anna.png, 0.7)

Show the background of the scene with the image NII2.png:
bg(NII2.png)

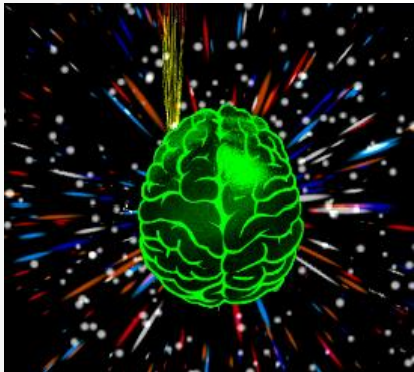Load the next scene in Unity 3D:
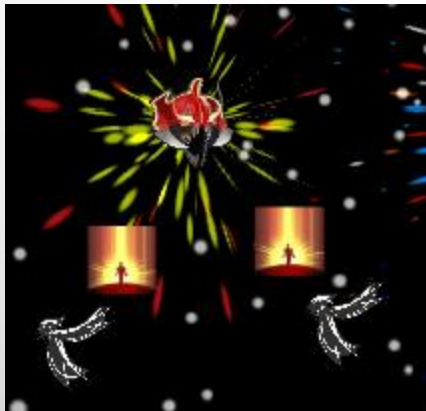loadscene(level_1)

Tower Defence Appearance

Rules of the game in Tower Defense

 The site where the tower is being built

 The "castle" to be protected

 Built a tower that shoots at monsters

TOWER text files

// TrapName | MinDamage | MaxDamage | AttackSpeed | NextUpgradeTrapName | MoneyCost | AttackType | AbilityType

TrapName	MinDamage	MaxDamage	AttackSpeed	NextUpgradeTrapName	MoneyCost	AttackType	AbilityType
Fear	1	3	0.5	Fear2	35	Fear	
Void	1	3	0.5	Void2	35	Chaos	
Oblivion	1	3	0.5	Oblivion2	35	Poison	
Envy	1	3	0.5	Envy2	35	Fear	
Madness	1	1	0.3	Madness2	35	Light	
Hypocrisy1	3	0.5	Hypocrisy2	35	Chaos		
Lust	1	3	0.5	Lust2	35	Light	
Pride	1	3	0.5	Pride2	35	Poison	

Explanation of the script

// TrapName | MinDamage | MaxDamage | AttackSpeed | NextUpgradeTrapName | MoneyCost | AttackType | AbilityType

Fear   1   3   0.5   Fear2   35   Fear

This means that the tower is:
  Name: Fear
  Damage: 1-3
  Attack speed: 0.5 (half a second)
  Tower upgrade: Fear2 (tower named Fear2, which is listed below in the file)
  Price: 35
  Attack type: Fear

Text files WAVE OF MONSTERS

//PrefabName | WayId | Timing | Hp | MoveSpeed | KillReward | BrainsSteal

// Wave 1

Armature	2	0	5	7	2	1
Armature	2	1	5	7	2	1
Armature	2	2	5	7	2	1

Explanation of the script

//PrefabName | WayId | Timing | Hp | MoveSpeed | KillReward | BrainsSteal

// Wave 1
Armature	2	5	15	7	2	1

This means creating a monster from the "Armature2" template, or Prefab in Unity3D terminology:
Name: Armature
Path: №2
Appearance time: 5 seconds (from game start time)
Life points: 15
Running Speed: 7
Kill reward: 2
Damage to the "castle": 1