

# Zombie Tower Defense Project 1

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**Description:**

The game will be similar to other desktop tower defense games in that the player will be able to place towers on a map and the towers will fire at the enemy until the enemy is destroyed. The main differences will be that the enemies will all be zombies or zombie-related (such as zombie dogs or giant zombies), the towers will be zombie-survivors, and the towers can be upgraded by giving the survivors different weapons. There will be a persistent leveling system which will allow upgrades and a gold system to buy guns, more survivors, and better armor/upgrades.

This game will be built for the android operating system, specifically 2.3+ (Gingerbread+).

**Users:**

The users of this system will be all ages. They will include people who enjoy simple flash games, desktop tower defense games, and zombie killing games.

**Usability Requirements:**

The game will need to be fun, be easy to learn with simple addictive game play, easy to put down and return to without interruption, have persistent in-game achievements and upgrades, and be challenging.

**Functional Requirements:**

- \* User should be able to navigate a simple menu before entering the game.
- \* User should be able to choose the number of players for a new game.
- \* User should be able to choose from various options or settings before entering the game.
- \* User should be able to continue a game from a previous save point before entering the game.
- \* User should be able to choose a specific mission before entering the game
- \* User should be able to hit pause/play with a single button while in game.
- \* User should be able to choose options/settings within the game.
- \* User should be able to see his/her level inside the game.
- \* User should be able to see their current gold inside the game.
- \* User should be able to buy or upgrade their characters while playing the game.
- \* User should be able to see the number of zombies killed, survivors that died, and the total amount of gold earned at the end of each round in a scoreboard-type fashion.
- \* User should be able to save game state and return to the same game state without interruption.
- \* User should be able to take phone calls or check messages without interrupting game state.
- \* User should be able to engage different types of enemies.
- \* User should be able to create a custom map or choose from a list of available maps.
- \* User should be able to open new maps / levels by finishing the previous map / level.
- \* User should be able to upgrade survivors guns or armor with gold earned.

- \* User should be able to buy new or replacement survivors using gold earned. (dead survivors become zombies?)
- \* User should be able to earn achievements by leveling up over time. These achievements should include new survivor types, new survivor weapons, and skill trees for defensive and offensive help.
- \* User should be able to unlock a variety of weapons, such as melee weapons (swords, machete, chain-saw, baseball bat, crowbar, etc), pistols (revolvers, semi-auto, full-auto), shotguns (pump-action, semi-auto, full-auto), machine gun, machine gun sentries, rocket launcher, rocket launcher sentries, grenade launcher, grenade launcher sentries, flamethrower, and many more to come.
- \* User should be able to unlock a variety of upgrades, such as armor, larger ammo clips, faster reload, better aim, etc
- \* User should be able to choose some premium services, such as changing uniforms of survivors or avatar, access to new maps, multi-player mode, custom map editor, access to new weapons, etc.
- \* User should be able to change options for muting sound effects and background sounds

**Sketches:**

1. Menu UI
2. In-Game UI
3. Map Editor
4. Character Editor
5. Score UI
6. Store UI

**Use Cases:**

1. Choosing a mission
2. Choosing a previously saved game
3. Upgrading a weapon or stats
4. Scoreboard
5. Creating a map
6. Buying a new survivor or turret
7. Playing the game