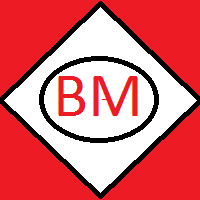
|  |
| --- |
| Mclellan studios |
| PyDefense |
| **Awesome tower defense game!** |
| Version #4  All work Copyright © 2012 by McLellan Studios.  All rights reserved. |
| **Brandon McLellan** |
|  |



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| --- |
| May 16th 2012 |

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**Version History**

**Version 3**

* Added Very Hard difficulty and splash screen.

**Version 2**

* Finished game overview, mechanics and added controls and interface sketch.
* Added everything into Table of Contents.

**Version 1**

* Edited title page with relevant company and game information.
* Began writing game overview and mechanics.

1. **Game Overview**

The objective of the game is to strategically place cannons to kill the endless waves of monsters.

1. **Game Play Mechanics**

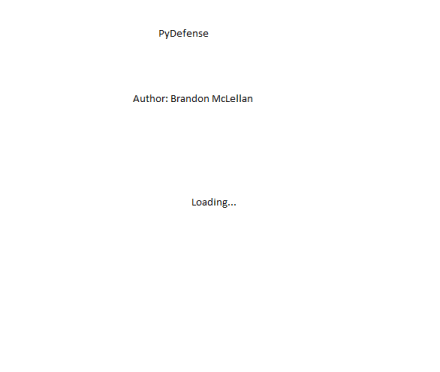
*The player places cannons on a 20x14 grid, which the monsters then attempt to travel across. The player can upgrade cannons and use them to make the monsters follow a specific path. The monsters vary and get progressively harder as the game continues. There is four difficulties (Easy, Normal, Hard and Very Hard) the player can choose from.*

1. **Controls**

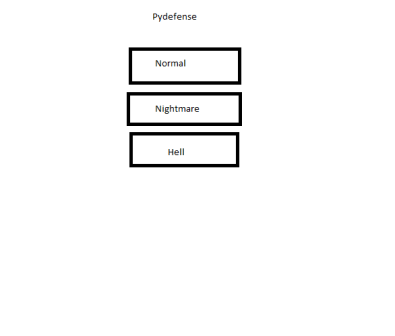
The game is controlled completely using the mouse.

1. **Interface Sketch**

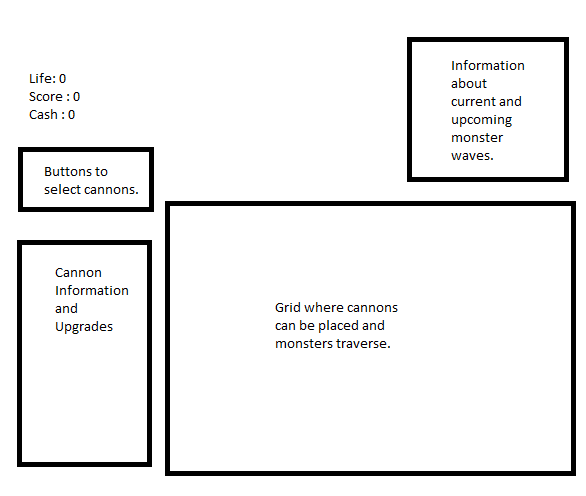
Splash Screen



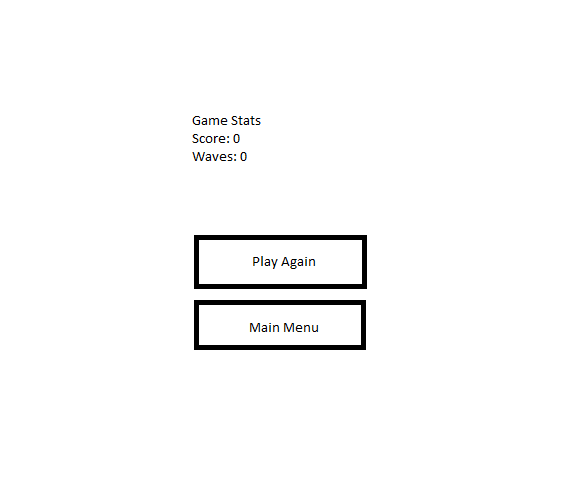
*Main Screen*

**

*Game Screen*

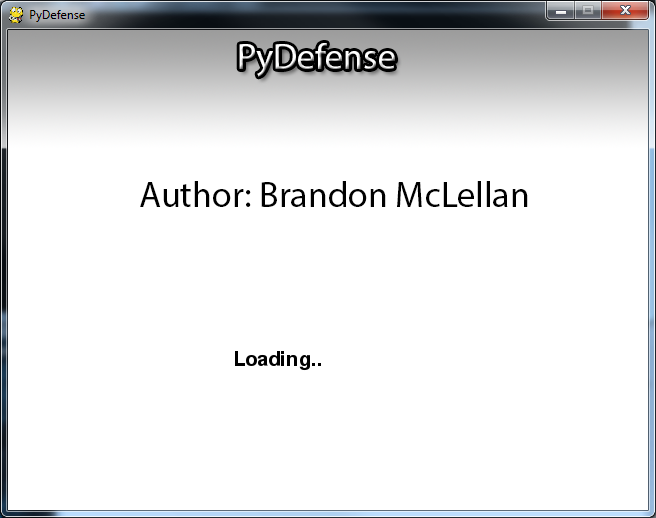
**

*End Screen*

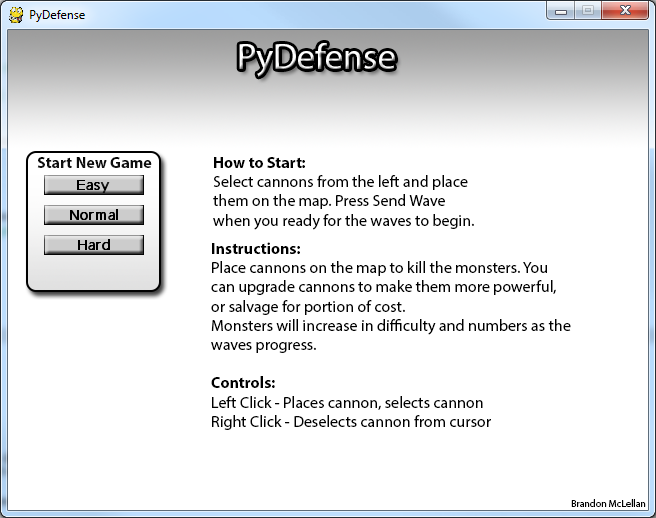
**

1. **Menu and Screen Descriptions**

Splash Screen



Main Screen



Game Screen



End Screen



1. **Game World**

*The game world is a 20x14 grid which cannons can be placed on. The monsters traverse the grid following a path around the cannons.*

1. **Enemies**

There is four types of enemies: Normal, Fast, Immune and Boss. Each have varying stats (Health, Speed, Score for killing, Cash for killing), that progressively go up as you play. They follow a generated path to the exit point, avoiding the cannons.

1. **Scoring**

The player gets points for every monster they kill, the amount of points depends on the difficulty of the monster.

1. **Sound Index**

|  |  |  |
| --- | --- | --- |
| Sound File | Duration | Use |
| Lifeloss.wav | **00:00:01** | **Played when monster gets to end and you lose a life.** |
| Newwave.wav | **00:00:02** | **Plays when a new wave enters the map** |
| Shoot.wav | **00:00:01** | **Plays when a cannon shoots at a monster.** |
| Soundtrack.ogg | **04:26:57** | **Background music** |
|  |  |  |

1. **Art / Multimedia Index**

|  |  |  |
| --- | --- | --- |
| Picture | Filename | Use |
| D:\Users\Brandon\workspace\PyDefense\assets\basic.png | **Basic.png** | **Basic cannon turret, rotates unless aiming at monster.** |
| D:\Users\Brandon\workspace\PyDefense\assets\sniper.png | **Sniper.png** | **Sniper cannon turret, rotates unless aiming at monster.** |
| D:\Users\Brandon\workspace\PyDefense\assets\freeze.png | **Freeze.png** | **Freeze cannon turret, rotates unless aiming at monster.** |
| D:\Users\Brandon\workspace\PyDefense\assets\splash.png | **Splash.png** | **Splash cannon turret, rotates unless aiming at monster.** |
| D:\Users\Brandon\workspace\PyDefense\assets\Cannon.png | **Border.png** | **Border that goes behind the cannon, used to show selection and hovering.** |
| D:\Users\Brandon\workspace\PyDefense\assets\normal.png | **Normal.png** | **Normal monster sprite** |
| D:\Users\Brandon\workspace\PyDefense\assets\fast.png | **Fast.png** | **Fast monster sprite** |
| D:\Users\Brandon\workspace\PyDefense\assets\immune.png | **Immune.png** | **Immune monster sprite** |
| D:\Users\Brandon\workspace\PyDefense\assets\boss.png | **Boss.png** | **Boss monster sprite** |
| D:\Users\Brandon\workspace\PyDefense\assets\missile.png | **Missile.png** | **Missile sprite, shoots from cannon at monster.** |
| D:\Users\Brandon\workspace\PyDefense\assets\SmallButton.png | **SmallButton.png** | **Button images used for normal, hovering and depress.** |
| D:\Users\Brandon\workspace\PyDefense\assets\MainScreen.png | **MainScreen.png** | **Background of the main screen, when the game first starts.** |
| D:\Users\Brandon\workspace\PyDefense\assets\GameScreen.png | **GameScreen.png** | **Background of the main game screen** |
| D:\Users\Brandon\workspace\PyDefense\assets\EndScreen.png | **EndScreen.png** | **Used for background of the end screen.** |
| D:\Users\Brandon\workspace\PyDefense\assets\SplashScreen.png | **SplashScreen.png** | **Used for background of the splash screen** |
|  | **MyriadPro.otf** | **Font used for all text in game** |