

User Manual

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Author notes: Ants, an HTML5 tower defence game

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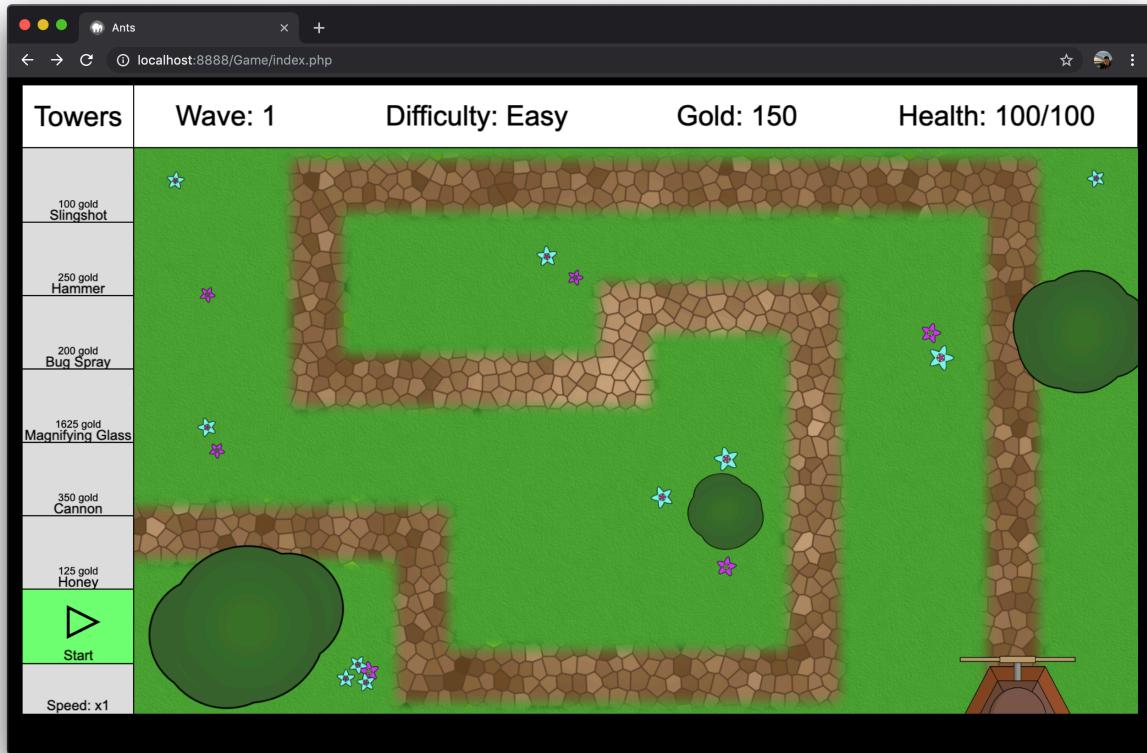
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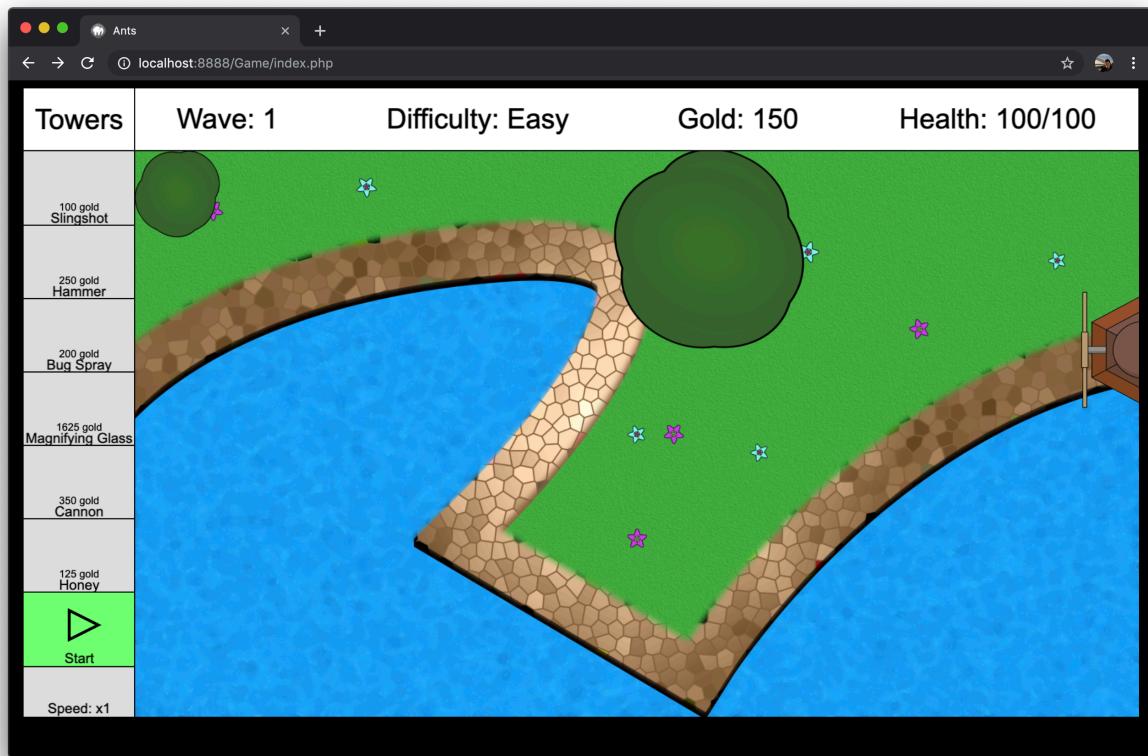
You are known far and wide for the wondrous pies that you bake at your windmill. It is rumoured that you might even use advanced forms of science, or even magic, to create such delicacies. Until now, you've been able to bake your pies without much interruption. However, a colony of ants has found the location of your windmill and they will do anything they can to storm your windmill and eat all of your pies! You must defend your windmill from the onslaught of clever ants or your life's work will be ruined!

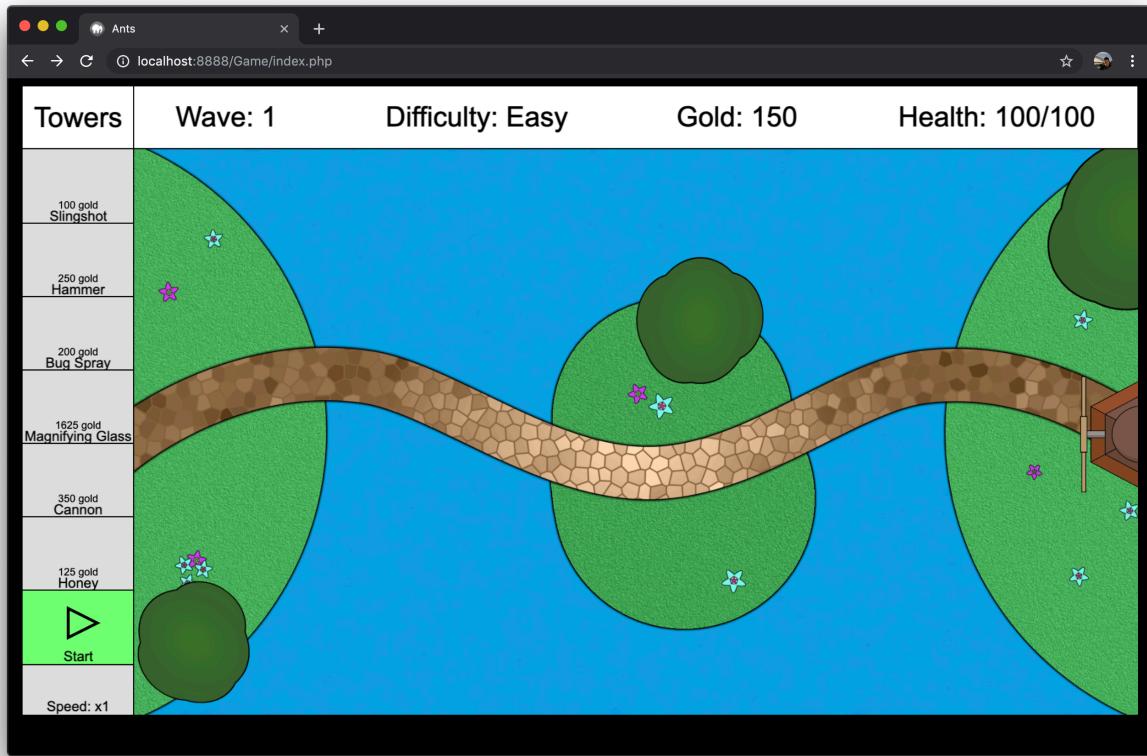
Your objective is to build towers that attack the waves of ants. Each time you kill an ant you are rewarded gold equivalent to the ant's hit points. You may spend this gold on building and upgrading towers. If an ant makes it past your defences, they will attack your tower dealing damage to it equivalent to their hit points. If your windmill reaches 0 hit points, the game is over. The difficulty of each wave increases with each new wave and will become potentially impossible to win. The goal is to last as long as you possibly can.

Levels

There are three available levels: easy, medium, and hard. The easy level has many turns in the path which gives your towers more opportunity to hit ants. The medium level has less turns and less space for your towers. The hard level has a very short path and minimal space for your towers.

Easy level

Medium level

Hard level

Difficulties

There are three available difficulties: easy, medium, and hard. Each difficulty level changes how much gold each tower and their upgrades cost.

Easy difficulty

In the easy difficulty, the towers cost the following amounts:

Tower	Cost
Slingshot	100
Hammer	250
Bug Spray	200
Magnifying Glass	1625
Cannon	350
Honey	125

Medium difficulty

In the medium difficulty, the towers cost 25% more:

Tower	Cost
Slingshot	125
Hammer	313
Bug Spray	250
Magnifying Glass	2031
Cannon	438
Honey	156

Hard difficulty

In the hard difficulty, the towers cost 50% more:

Tower	Cost
Slingshot	150
Hammer	375
Bug Spray	300
Magnifying Glass	2438
Cannon	525
Honey	188

Information bar

The information bar is displayed at the top of the screen. It tells you the current wave you are on, your selected difficulty, your gold, and your windmill's health:

Wave: 1

Difficulty: Easy

Gold: 150

Health: 100/100

Tower bar

The tower bar is displayed on the left side of the screen.

1. Tower buttons

A tower button allows you to purchase a tower by clicking on the respective tower button.

2. Multi button

This button changes depending on the context. If you have just started the game it will be the “Start” button. If you click the “Start” button, the wave will begin. Once you’ve started the game, it will turn into a “Pause” button. If you click the “Pause” button, the game will pause and the button will turn into a “Play” button. If you click the “Play” button, the game will resume and turn into a “Pause” button. If you beat the current wave, it will turn into a “Start wave” button and clicking it will start the next wave.

3. Speed button

This button speeds up the game. You can play at x1, x2, and x3 speed and the button will iterate the game through the speeds in that order, returning to x1 speed from x3 speed.

4. Sell button

When you buy a tower, the entire tower bar becomes a “SELL” button. If you choose to not build your tower, you can click on this button to sell it back for full price.

