

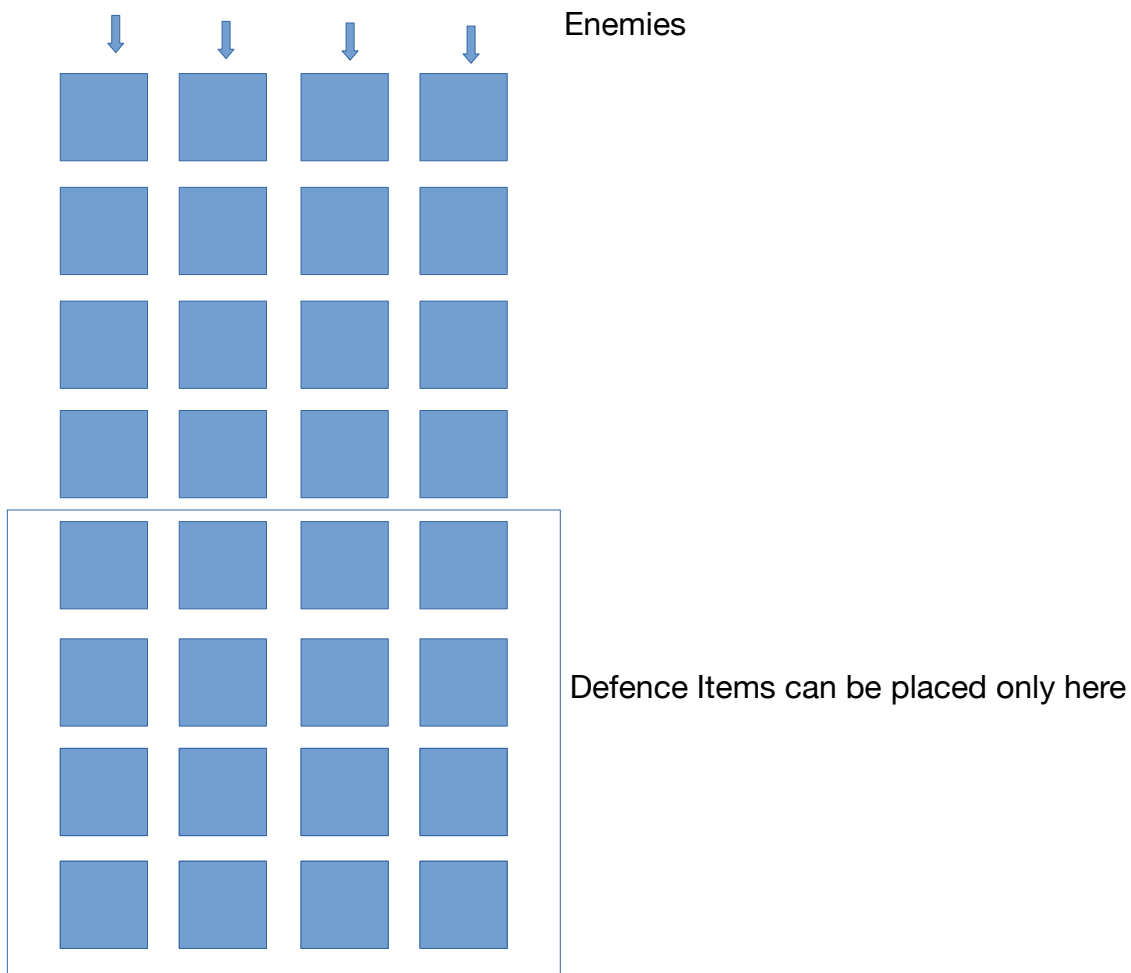
Board Defence Game Project

Description:

Player will defend his base with 3 different defence items from the enemies those come from the top of the screen.

Board:

There will be a 4×8 board. Defence items can be placed to the bottom half of the board. Enemies will come from a random column.



Defence items:

- 1- damage: 3, range: 4 blocks, interval: 3s, direction: forward
- 2- damage: 5, range: 2 blocks, interval: 4s, direction: forward
- 3- damage: 10, range: 1 blocks, interval: 5s, direction: all

Enemies:

- 1- health: 3, speed: 1 block/s
- 2- health: 10, speed: 0.25 block/s
- 3- health: 5, speed: 0.5 block/s

Levels:

- level 1: 3 x Defence Item 1, 2 x Defence Item 2, 1 x Defence Item 3,
3 x Enemy 1, 1 x Enemy 2, 1 x Enemy 3
- level 2: 3 x Defence Item 1, 4 x Defence Item 2, 2 x Defence Item 3,
5 x Enemy 1, 2 x Enemy 2, 3 x Enemy 3
- level 3: 5 x Defence Item 1, 7 x Defence Item 2, 5 x Defence Item 3,
7 x Enemy 1, 3 x Enemy 2, 5 x Enemy 3

- Levels should be designed so that they can be easily built and modified