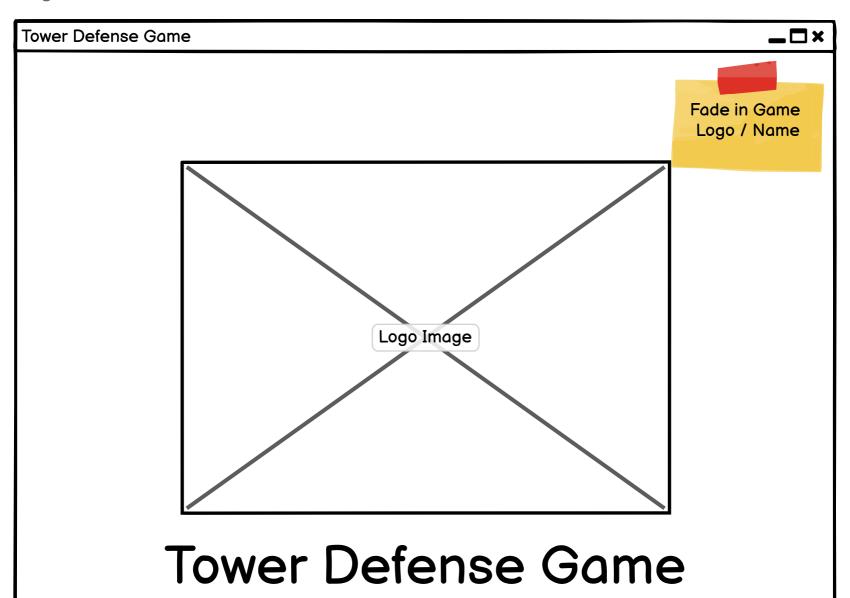
Tower Defense Game **■□ ×** 

# Group 8 Presents

Fade in Group Name, think company logos when loading a game

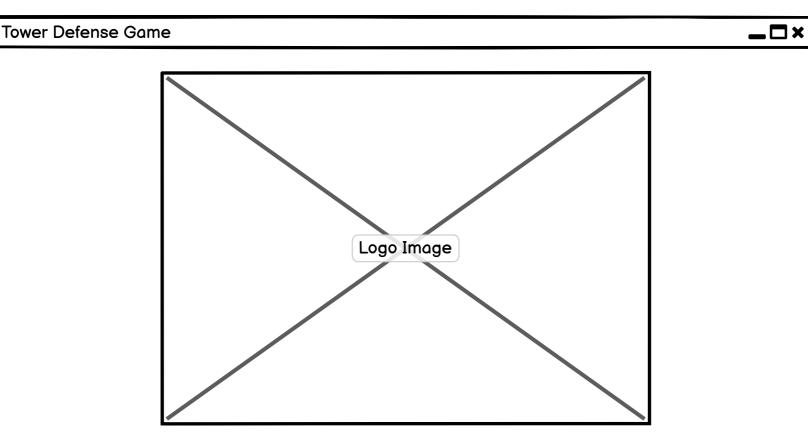


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FrontEnd 3 / 17



#### Tower Defense Game

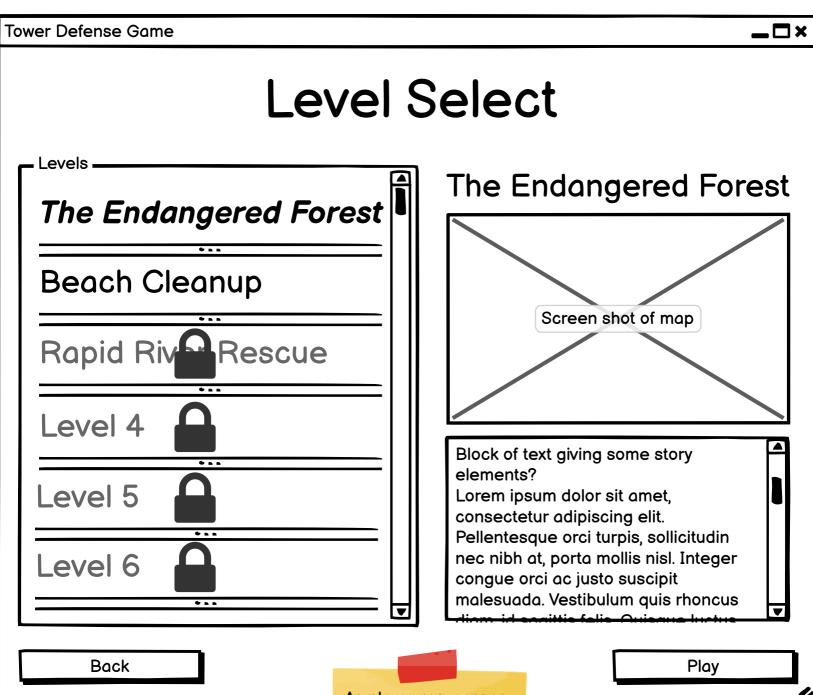
Play

Settings

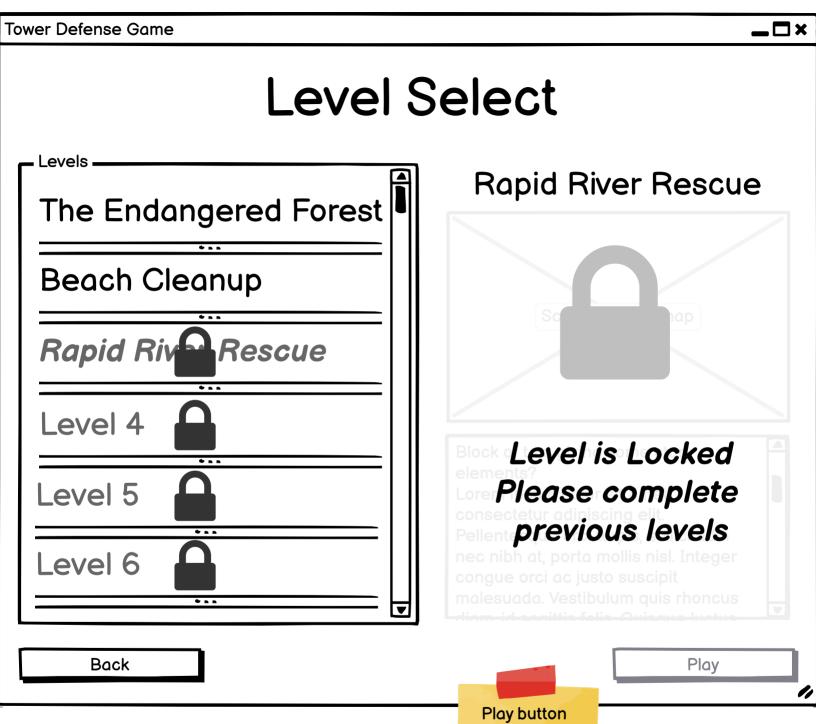
Credits

Logo and name could slide up to make room for the buttons?

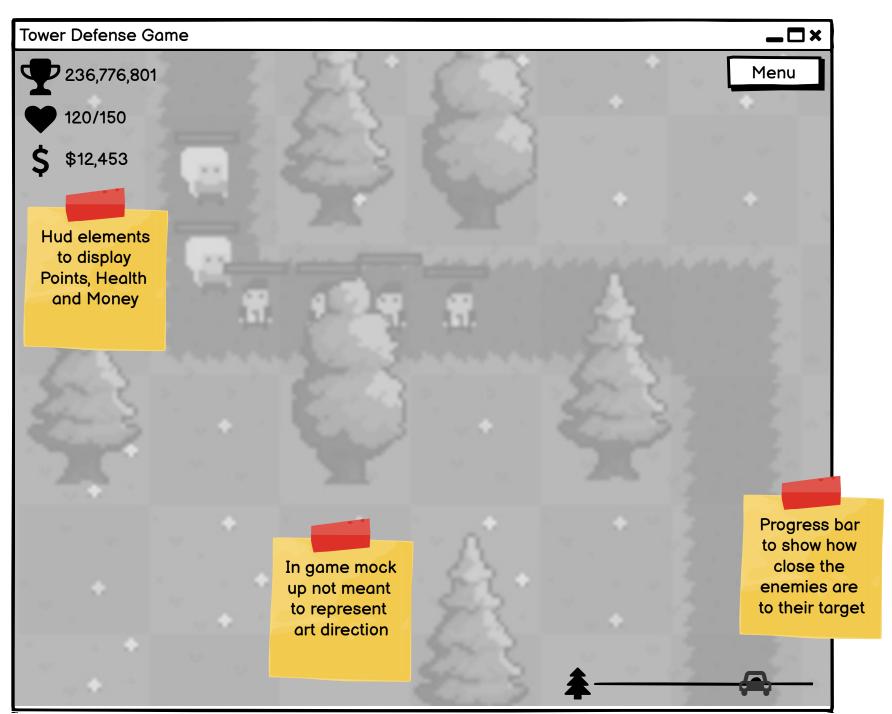
Level Select Unlocked 4 / 17



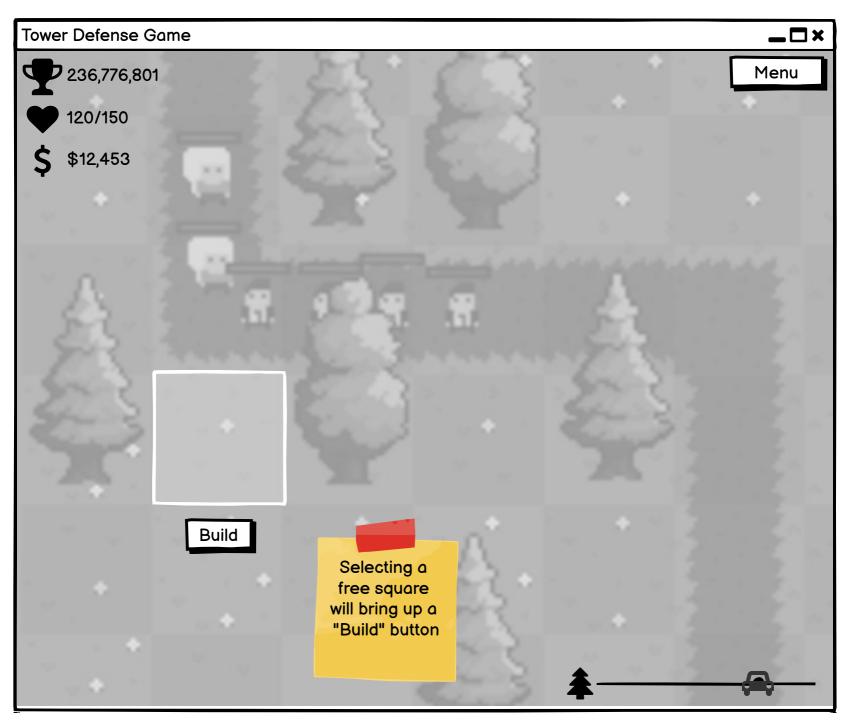
As player progresses, levels will unlock. How many levels should we have? Level Select Locked 5 / 17



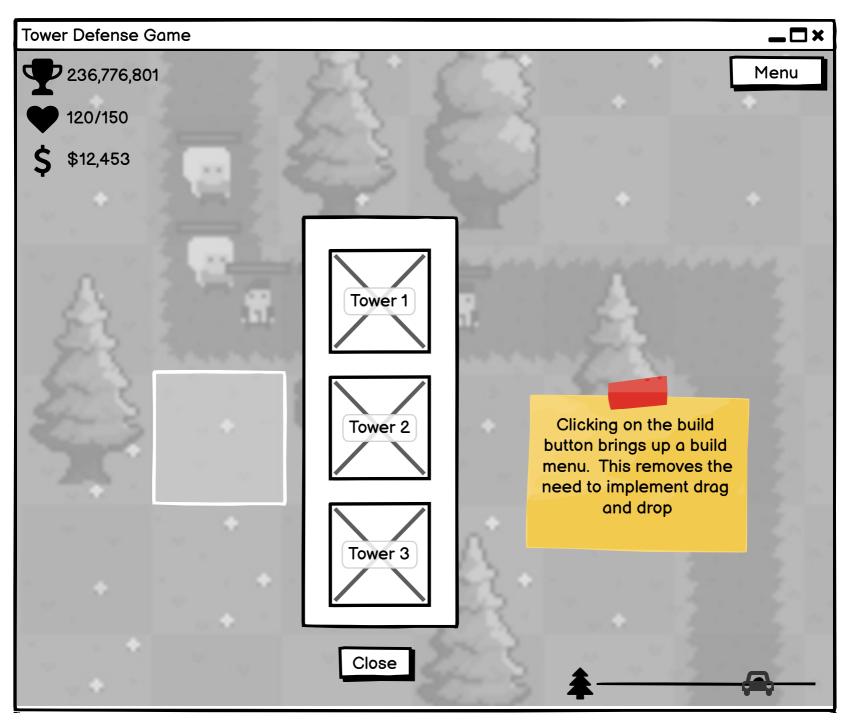
Play button only active when selected level is unlocked In Game 6 / 17



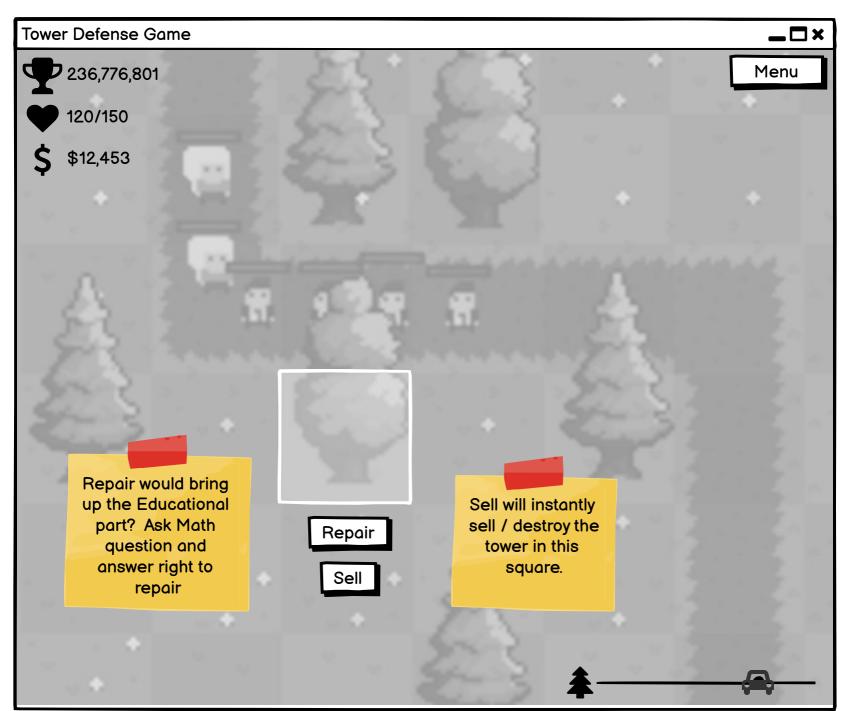
In Game Selected Tile 7 / 17

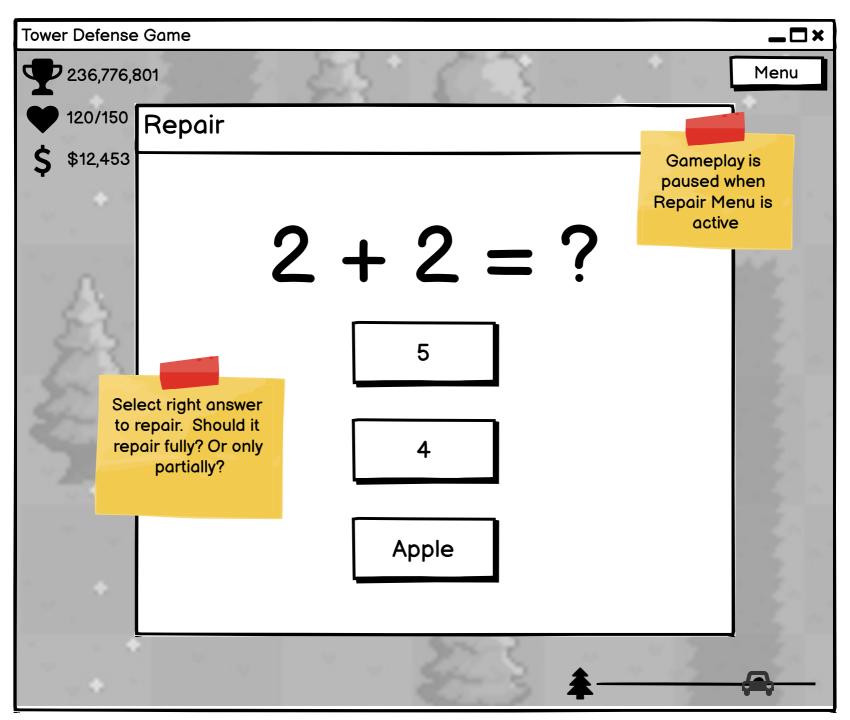


In Game Build Menu 8 / 17

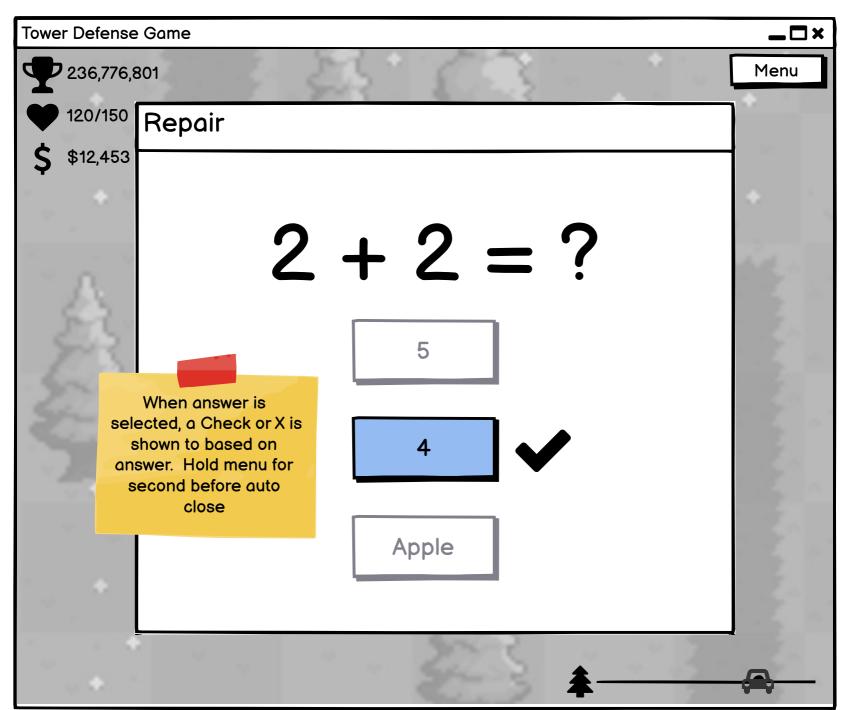


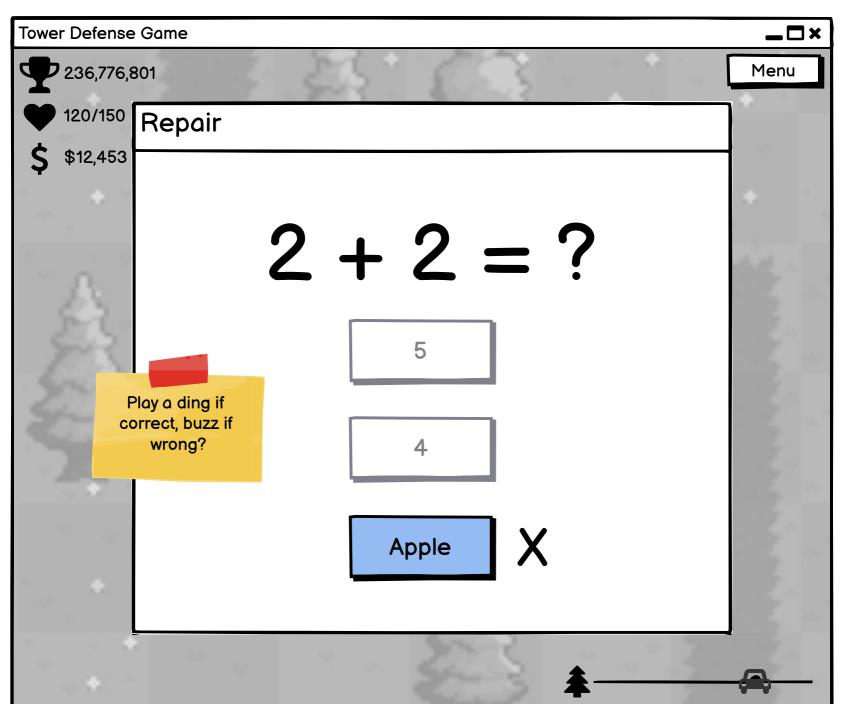
Select Existing 9 / 17



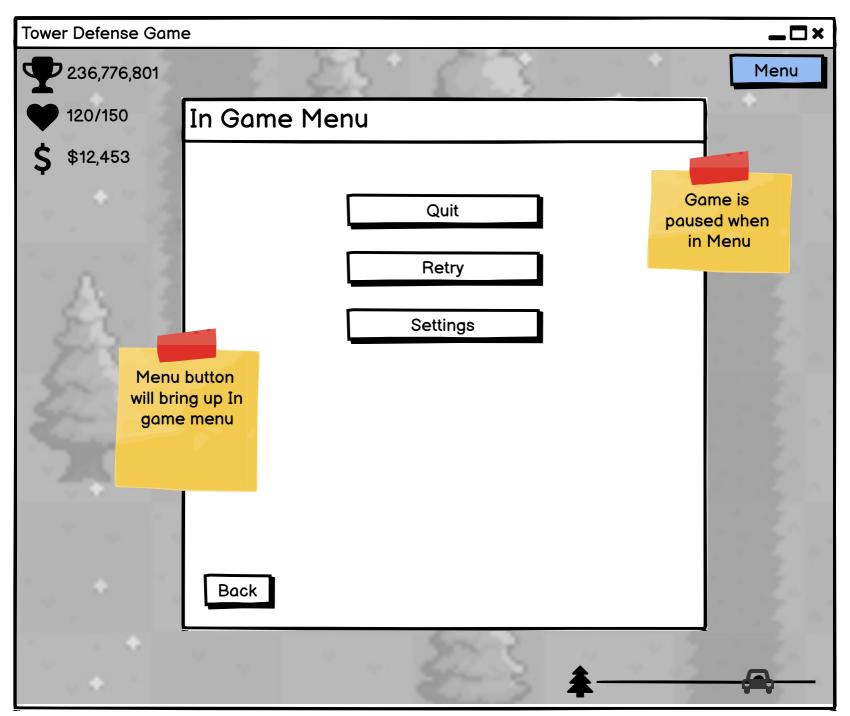


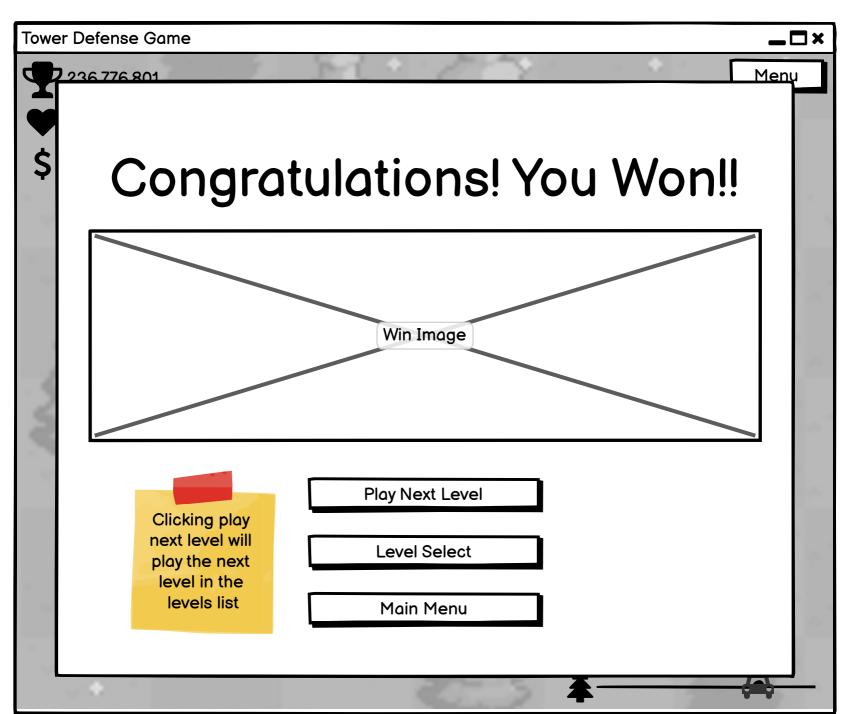
Repair Correct 11 / 17



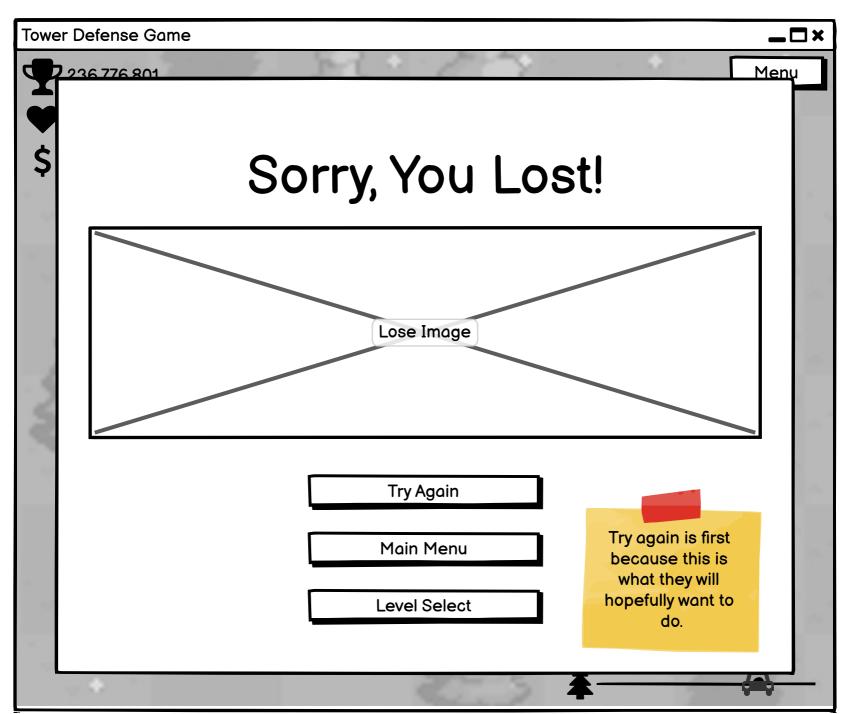


In Game Menu 13 / 17





In Game Lose 15 / 17



Tower Defense Game **□** ★

### Settings

#### Volume

Music 4 — 0 100% Sound FX 4 — 0 95%

**Reset Progress** 



Back



Tower Defense Game **□□** ★

## Credits

Agile Software Development Group 8

Alex Chu
Dimitri Vlachos
Freda Xiaoyun Yu
Jeremy Matthews
Sharif Khan



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