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CS372 Final Project Proposal

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Tower Defense Game

My final projects for CS171 and CS172 were both games, and I plan to continue that trend with my CS372 final project. My plan is to create a tower defense type game. In this game, there will be a path in which enemies march down attempting to reach the end. However, the user will be able to place weapons along this path to stop the enemies from reaching their destination. Killing the enemies will grant the user gold they can use to spend on weapons. I plan to have different weapon types, as well as different enemy types. As the user works their way through the game, the enemies will come faster and in larger numbers. I plan on utilizing inheritance for the different weapon and enemy types. I also plan to use file I/O in order to store and display high scores.

In order to complete my project, I will need to properly use Java’s 2D API. I have already begun to look over the documentation on Oracle’s website. I anticipate the graphics and animations to be the most challenging part of this project. For example - the weapons are going to have to rotate as the enemies move along the path. I will also have to create some sort of “Shop” interface which allows the user to browse different types of weapons available. The implementation of the 2D API is what I believe is going to be the most difficult.

I had a tough time deciding what I was going to do for my project, and there were a few others I was considering. I thought about remaking the game Flappy Bird with a few changes, as well as making my own Tetris game. However, I thought Flappy Bird might be too easy, and I am not sure how difficult Tetris would be, but I assumed it would be pretty tough.