

Video Game Design

Hampton, Virginia

May 3rd-5th 2019

Purpose & Description

This game is a Tower Defense game. The goal is to prevent the circular enemies from reaching the end of the track and depleting your health. You use money to buy towers, and the towers destroy the enemies before they get to the end of the track. Every time you destroy an enemy, and at the end of every wave, you get money. This will help players learn basic math and economic skills. You must make it to the end of wave 7 to win the game.

Graphics and storyline are original.

Music: “Tower Defense” and “Car Theft 101” by Eric Matyas
www.soundimage.org

The target audience is 8-16 year old males, as they enjoy this type of game genre and it is easy to play.

How To Play

Click the “Play” button in the lower left-hand corner. A pop-up window will appear. Press space. You must click the arrow on the right to open the “Towers” menu. Click on a tower and then on the map to place it down, provided you have sufficient money. Once you think you have enough towers or are out of money, press the orange button with the purple arrow to start the next wave. Click the button again to start another wave after the wave is over. Finish wave 7 to beat the game.

Controls

Click on the “Play” button to play. Click on the yellow arrow on the right to open the tower menu. Click on the icon of a tower and then on the map to place down a tower.

Enjoy the game!

MIDDLE SCHOOL LEAP RESPONSE – TEAM EVENT

TEAM INFORMATION

Team ID:

Competitive event: Video Game Design

1. COMPETITIVE EVENT LEADERSHIP EXPERIENCES

How did your team apply one (1) or more of *The Student Leadership Challenge** Practices to this competition?
(100 to 200 words)

We have all had some coding experience in the past. We know html, css, and python, but we are not experts. We have experience with many different types of software, but are familiar with Scratch. We have inspired each other not to lose our work ethic halfway through the project. This follows the leadership practice Enable Others to Act. We have helped each other figure out difficult blocks of code, and we worked together on projects. We have all taken a turn to make the game better, and through acts of kindness, we have followed leadership practice Encourage The Heart.

2. NON-COMPETITIVE EVENT LEADERSHIP EXPERIENCE

How did members of your team apply one (1) of *The Student Leadership Challenge** Practices to a leadership activity in one (1) of the following categories: *Leadership Roles; Community Service/Volunteer Experiences; Career Planning?* (50 to 100 words)

Recently we helped out in a soup kitchen and served hot dogs and soup to homeless people, and we devoted our Saturday to it. This follows the leadership process Enable Others To Act. We walked in the Bridgewater Christmas Parade in 2018. This follows the leadership process Encourage The Heart.

STUDENT COPYRIGHT CHECKLIST

(for students to complete and advisors to verify)

- 1) Does your solution to the competitive event integrate any music? ☒ YES ☐ NO

If NO, go to question 2.

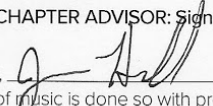
If YES, is the music copyrighted? ☐ YES ☒ NO

If YES, move to question 1A. If NO, move to question 1B.

1A) Have you asked for author permission to use the music in your solution and included that permission (letter/form) in your documentation? If YES, move to question 2. If NO, ask for permission (OR use royalty free/your own original music) and if permission is granted, include the permission in your documentation.

1B) Is the music royalty free, or did you create the music yourself? If YES, cite the royalty free music OR your original music properly in your documentation.

CHAPTER ADVISOR: Sign below if your student has integrated any music into his/her competitive event solution.

I,  (chapter advisor), have checked my student's solution and confirm that the use of music is done so with proper permission and is cited correctly in the student's documentation.

- 2) Does your solution to the competitive event integrate any graphics? ☒ YES ☐ NO

If NO, go to question 3.

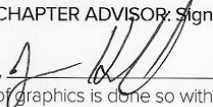
If YES, is the graphic copyrighted, registered and/or trademarked? ☐ YES ☒ NO

If YES, move to question 2A. If NO, move to question 2B.

2A) Have you asked for author permission to use the graphic in your solution and included that permission (letter/form) in your documentation? If YES, move to question 3. If NO, ask for permission (OR use royalty free/your own original graphic) and if permission is granted, include the permission in your documentation.

2B) Is the graphic royalty free, or did you create your own graphic? If YES, cite the royalty free graphic OR your own original graphic properly in your documentation.

CHAPTER ADVISOR: Sign below if your student has integrated any graphics into his/her competitive event solution.

I,  (chapter advisor), have checked my student's solution and confirm that the use of graphics is done so with proper permission and is cited correctly in the student's documentation.

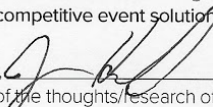
- 3) Does your solution to the competitive event use another's thoughts or research? ☐ YES ☒ NO

If NO, this is the end of the checklist.

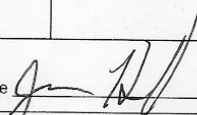
If YES, have you properly cited other's thoughts or research in your documentation? If YES, this is the end of the checklist.

If NO, properly cite the thoughts/research of others in your documentation.

CHAPTER ADVISOR: Sign below if your student has integrated any thoughts/research of others into his/her competitive event solution.

I,  (chapter advisor), have checked my student's solution and confirm that the use of the thoughts/research of others is done so with proper permission and is cited correctly in the student's documentation.

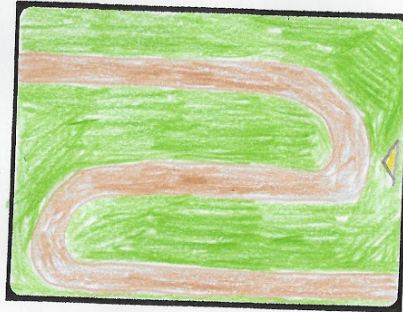
**TECHNOLOGY STUDENT ASSOCIATION
PLAN OF WORK**

Date	Task	Time involved	Team member responsible (student initials)	Comments
4/12 1	Brainstorm	2 days	JL TC EK	We decided to make a tower defense game
4/15 2	Made the targeting engine	3 days	JL	It is difficult to do with cloned objects
4/18 3	Created waves & enemies	2 days	EK	Used Variables for enemy types
4/22 4	Made a better UI	2 days	JL EK	It is a lot easier
4/24 5	Finalization	3 days	JL EK TC	We made targeting more accurate and improved UI
4/29 6	Paper work	2 days	JL EK TC	Made a plan of work (a), Start-boat, purpose & description, and copyright check
Advisor signature 				

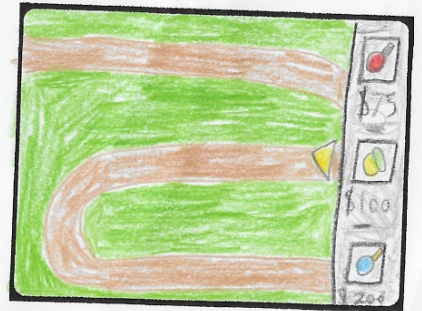
Name of Project: _____



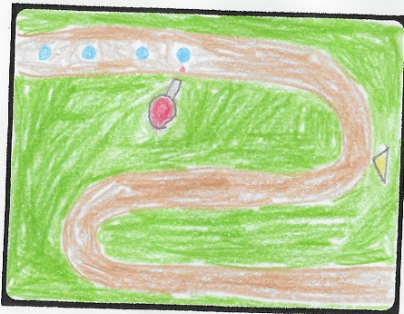
☐ Title screen



☐ The track



☐ The tower bar



☐ Enemies and towers



☐ More advanced
enemies & towers



☐ The win screen