

Castle Defense

User Interface Description

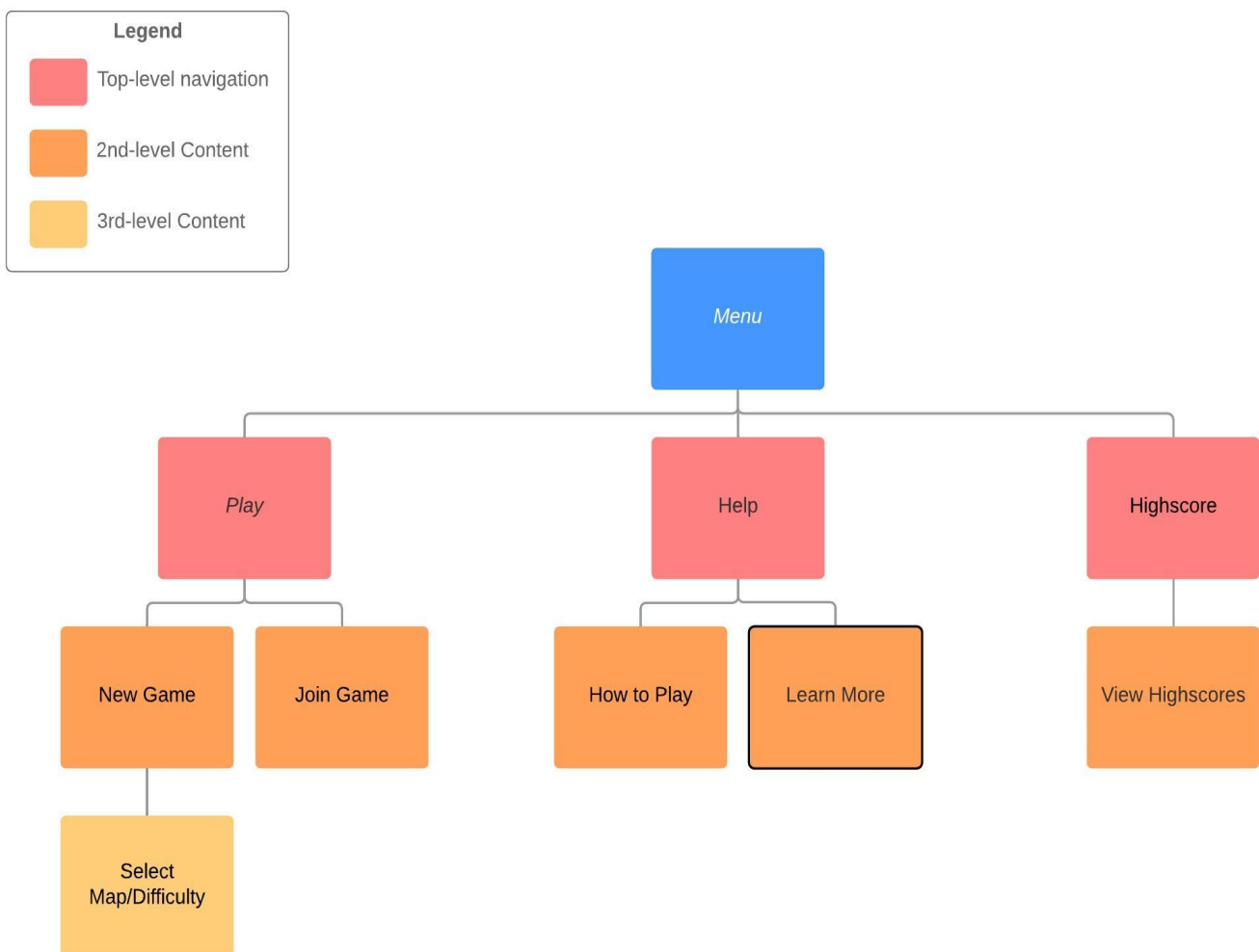
Installation

To run the application on their machines, the user has to simply download Python3 and Pygame, then type the following commands in a terminal window:

```
git clone https://github.com/UTMCSC301/project-ctrl-alt-elite
cd project-ctrl-alt-elite/src
python3 castledefense.py
```

Structure and Navigation

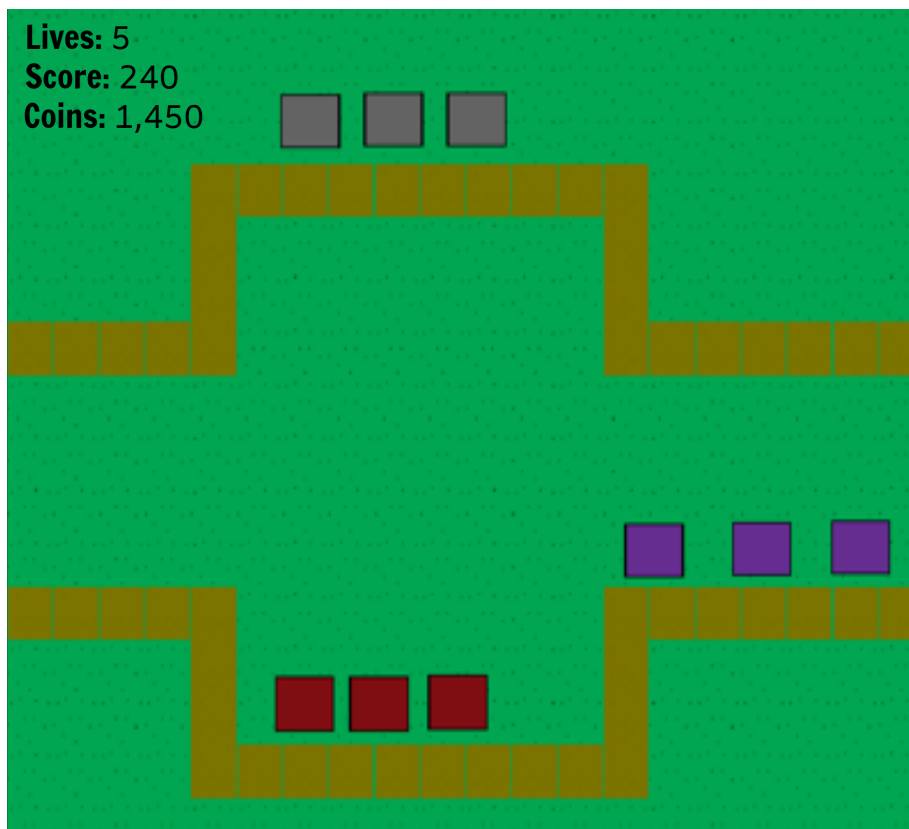
The logical flow of our application will be simple, as shown in the following diagram:



We plan to create a simple menu as follows:



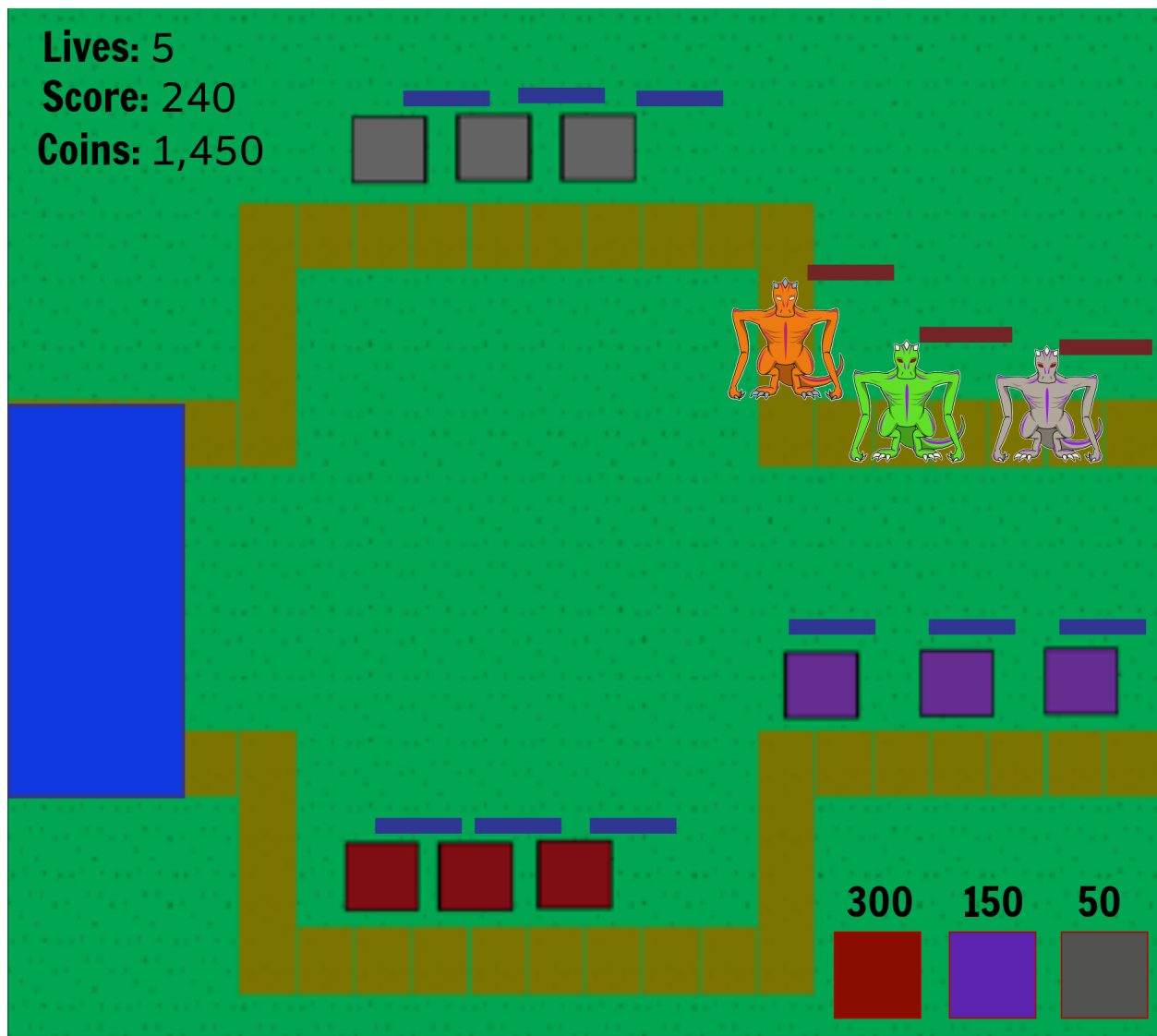
Some visuals of what a simple map on our game might look like:



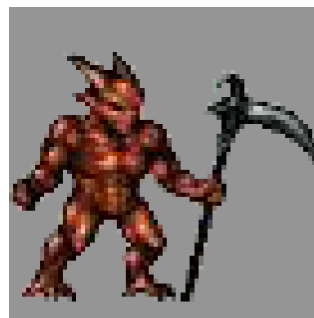
A map with enemies and towers is shown below. Each enemy and tower will have a health bar. Users will be able to create towers by dragging them from the bottom right corner. Each tower will have different resistance levels and the different colors will help to distinguish amongst them. They also have a cost indicated right above them, which players can buy with their coins.

The main tower, indicated by the big blue rectangle in the picture below, is located at the end of the map.

Enemies come in waves and towers can be placed to begin fighting off the enemies.



Some mock-ups of objects we intend to include in our game:



To conclude, we intend to keep the layout of our game simple. Our main goal is to allow players to choose how best to use the tools made available to them to fight off enemies.