Zombie Tower Defense 47

Game of the Year Edition

There is a deep resounding problem with today's society. They don't play enough tower defense games. Specifically zombie tower defense games. We decided to fix this problem. A possible cause is that most zombie tower defense games are set up so that you are defending a static location. This can get borings because zombies end up moving down the same path all the time. Our solution is that now the location being protected is yourself. This both increases the motivation, because most people don't want to die, and the longevity, because now zombies are forever chasing you, a path of your own choosing. Basically just a better version of a tower defense game.

The objective of the game we made is to survive as many waves as you can. Surviving a wave consists of killing all the zombies in a wave without your health being reduced to 0. You have a weapon that you can use to shoot zombies and you can also create towers by spending money and

The motivation for this was it was a game that we all wanted to play. The first tower defense game as we know it today was Rampart in the 1990s. Before this there were only protectionPUT IN HISTORY OF TOWER DEFENSE GAMES put down all things going into progression of games and placing towers over each other etc. The research we did was initially into various softwares that would allow us to extend things that already exist. A basic example of this is something called a tile map which basically divides the screen into a grid allowing us to check what squares things are in at different times. So if an enemy and a player are in the same square we know the player should

take damage. This ended up being a pretty catastrophic failure. So we changed to use another set of pre existing code that only shows the images but doesn't do any keeping track for us.

So we created classes to keep track of everything's location and interaction. We had to keep track of view objects that interact with each other. We did this with some pretty basic ideas. We kept track of everything that could shoot or do damage with a class called fighter. And everything that moved was kept track of with a class called mob for moving object. These were then on a team and they would only damage fighters on the other team.

ZTD 47
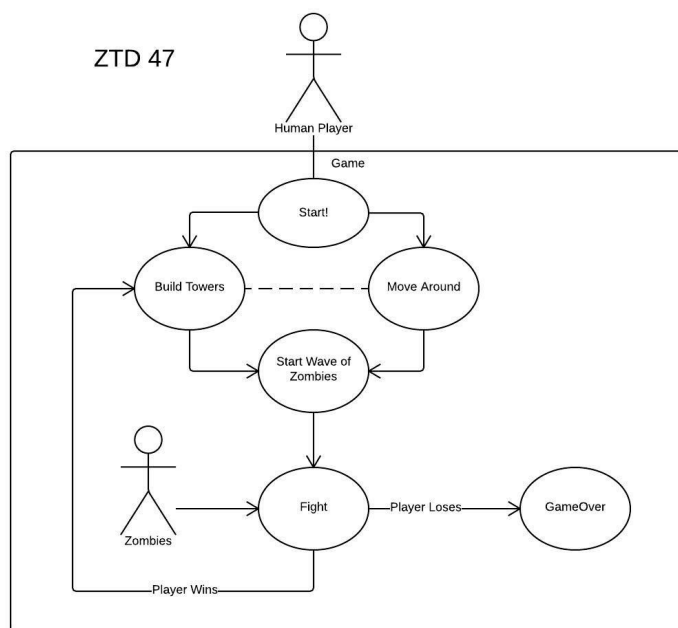
One middle level example of a user story,or a feature to add, was, "As a player, I want to be able to see how much money I have, so that I can buy new towers." Then we made a diagram of different possible places we would be at for this user story.

The stick figures are players that would interact with the system. Zombies aren't actually players but we thought about making them players if we instituted multiplayer so that's why they are represented as such. Each circle is basically a stage of the game a player could be in. The areas are

transitions. The important classes here similar to the what was said before are the moving objects, zombies, projectiles, towers, and the player.

Our project is extremely easy to use. The only caveat is that if you want sound to work you have to load a module before launching the file. Type module load ffmpeg/0.10.16 into the command line. But this depends on what computer you're operating on. Then run game.java. The commands are as follows: WASD are the move commands, click to shoot, click a tower button when you have enough money and click again in the game to place the tower.

So sit down. Strap in. And prepare yourself for the ultimate gaming experience.