# Better Tower Defense

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# Motivation – Why?

- Lack of modern and *fun* tower defense games designed for LAN style multiplayer

- Major gameplay problems with current tower defense games

- Avenue to pioneer new implementation techniques and game design ideas

# Goals

- Provide a playable game with multiplayer
- Multiple different game styles; support co-op and vs modes
- Implement a number of interesting features

# Technical Challenges

- Overpowering content? Engine discovers this and scales difficulty
- Waiting – innovate in the game's economy, give players something to do while waiting for kills
  - Speedup is not valid – it's multiplayer!
  - Prevents snowballing in multiplayer as compared to classic implementation
- Effect system: towers apply *effects* to units; the effect of effects are dependent upon which effects are on the unit
- Novel implementation – taking concepts from functional programming

# Timeline – September 30th

- Requirements document

- Design document

- Test plan

- Implement Entity system

- Implement networking model; local host discovery and connection; connect to arbitrary IP address (w/o NAT punch through)

- Implement unit spawning and waves

# Timeline – October 28th

- Implement locomotion (aka how units move themselves in the world – NOT path finding)
- Implement effect system
- Implement building placement and tower definitions

# Timeline – November 25th

- Implement resource system
- Implement power system (ties into the effect system)
- Implement different level types (endless, waves, attack)

# Timeline – Next Semester

- Content generation; will require some refactoring of previously implemented systems
- Dynamic difficulty

# Questions?

- More details in the project plan document
- Questions?