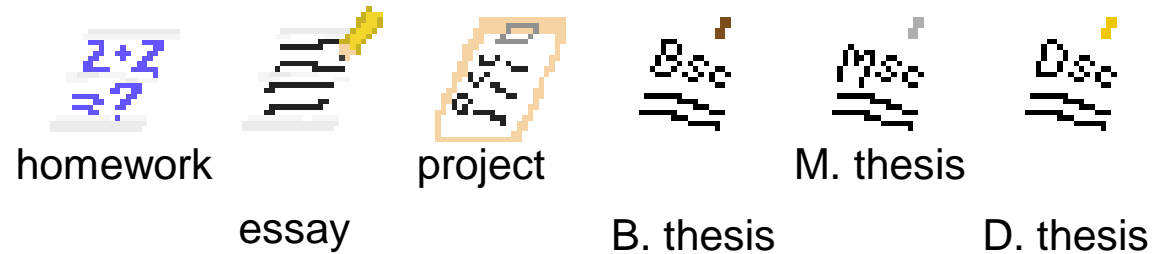
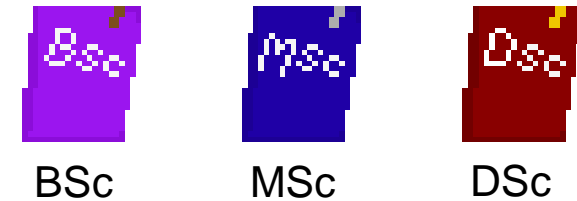


Idea of the game

- University themed
 - Enemies: schoolwork



and degrees



- Towers: students and different level graduates

- These will split

+ supports



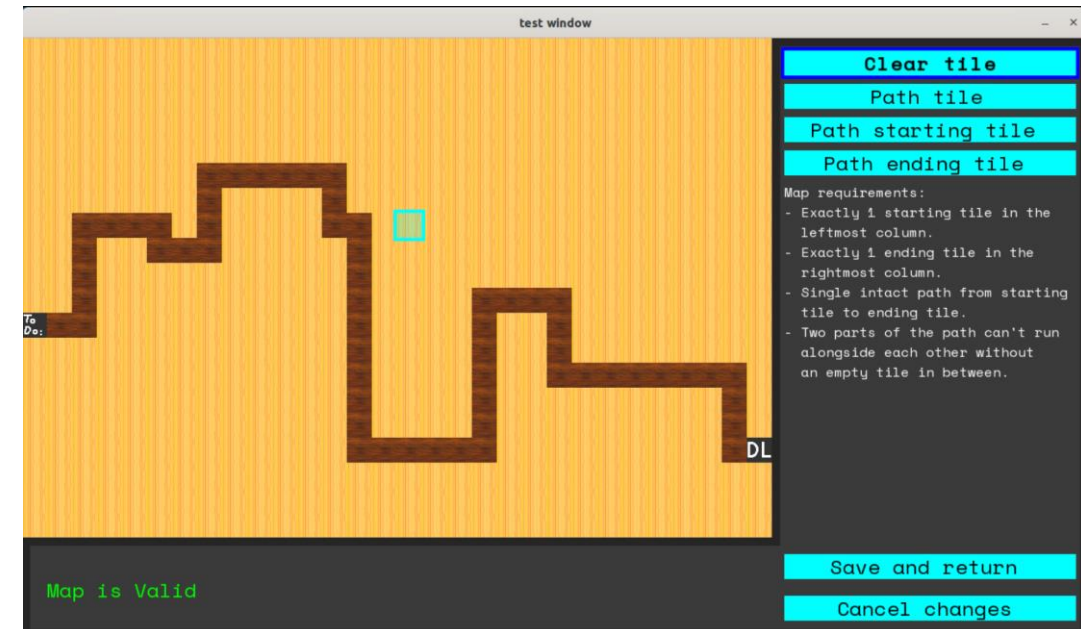
Features of the game

1. Main menu screen

- Difficulty selection (scales enemy hp)
- Map selection
 - 3 slots, each can be edited

2. Map editor

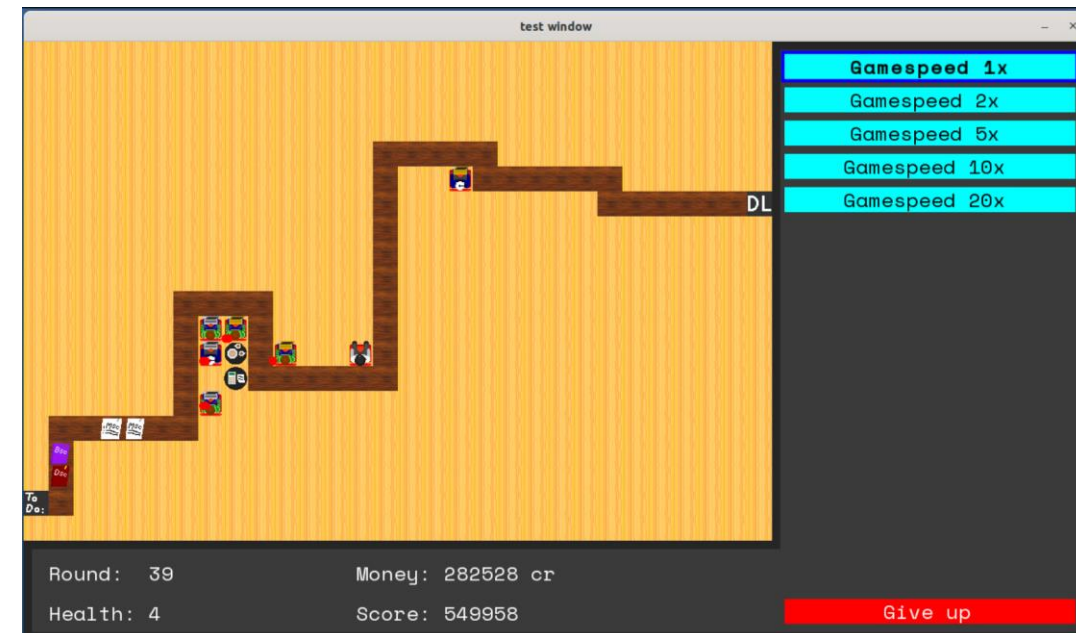
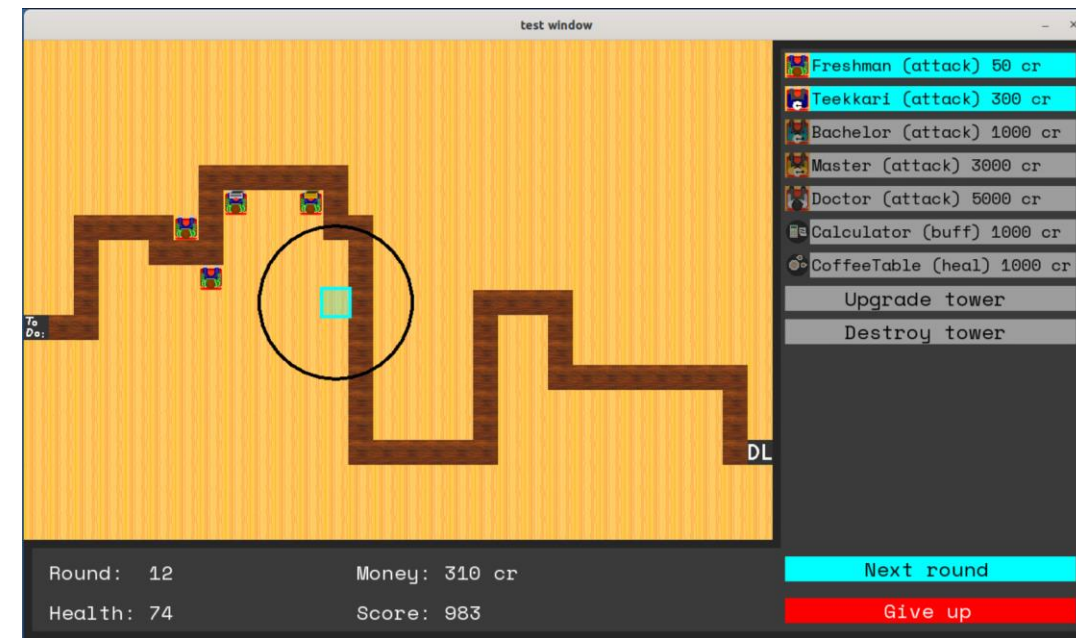
- Path must be simple (no loops etc.)
- Gives real-time feedback on validity



Features of the game

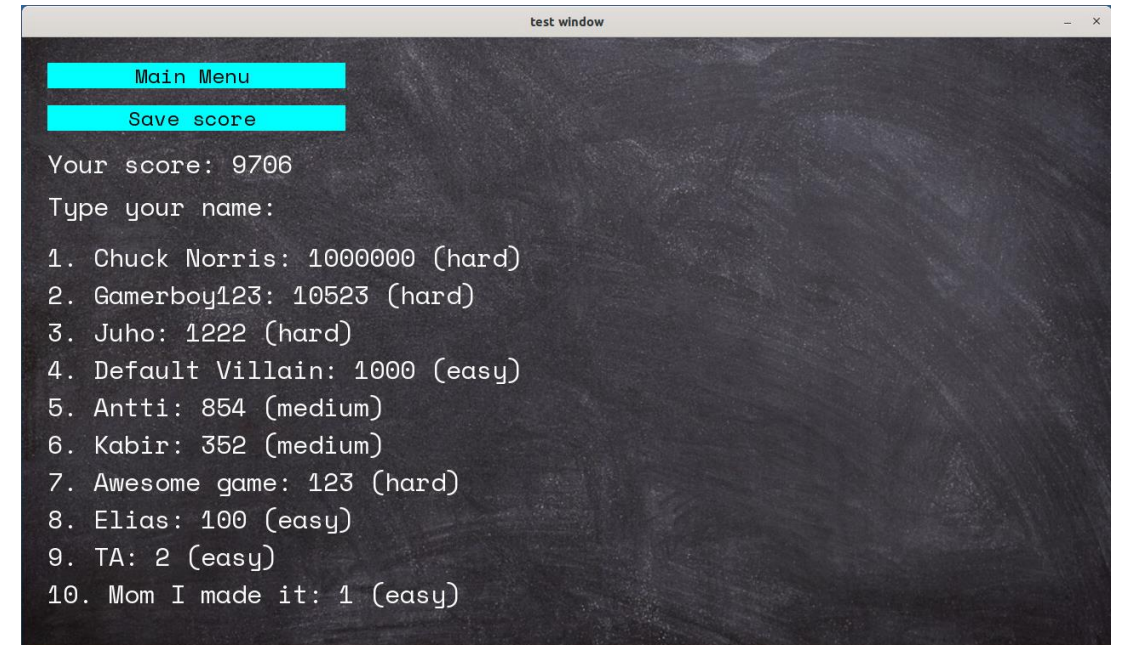
3. Gameplay

- Separate building and enemy phases
- Towers take dmg from **splitting** enemies
- Attacking towers are upgradeable
 - New textures
- Game over when player health reaches 0
- Goal is to go as far as possible
 - Strongest enemy type first on round 22
- Gamespeed selection during enemy rounds

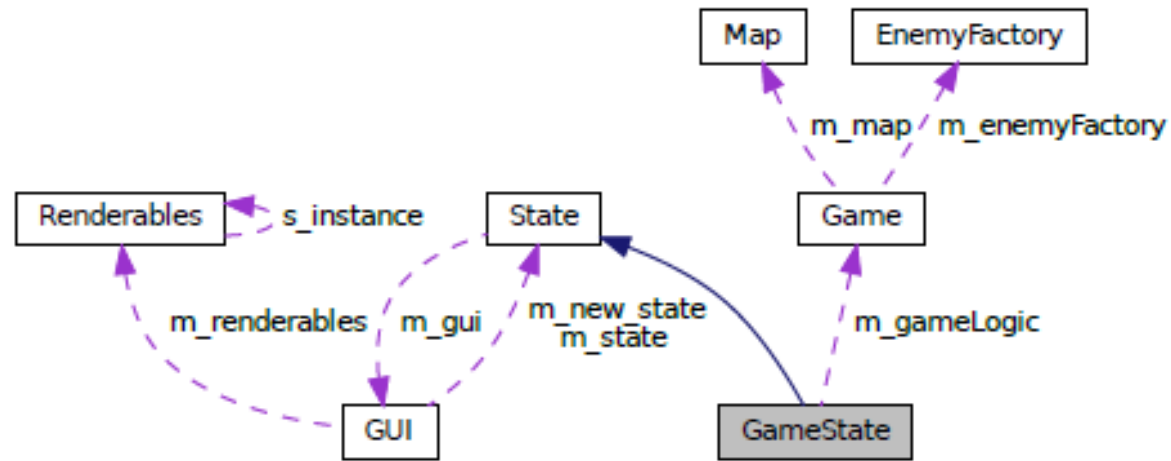


Features of the game

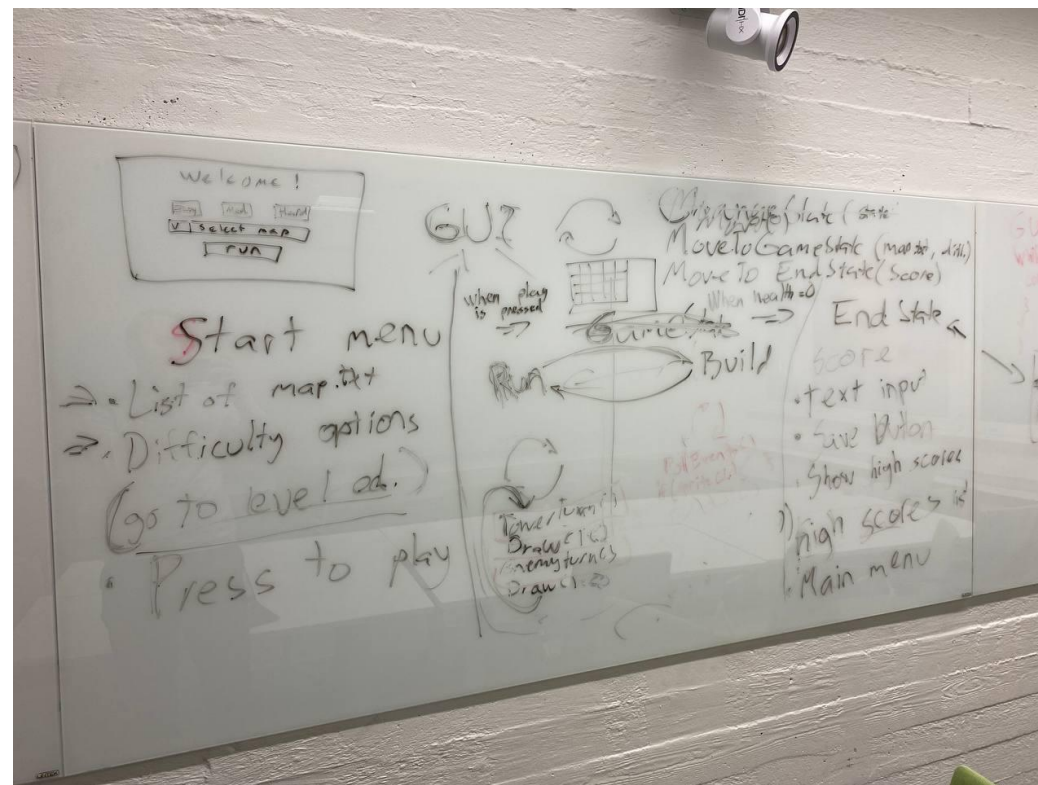
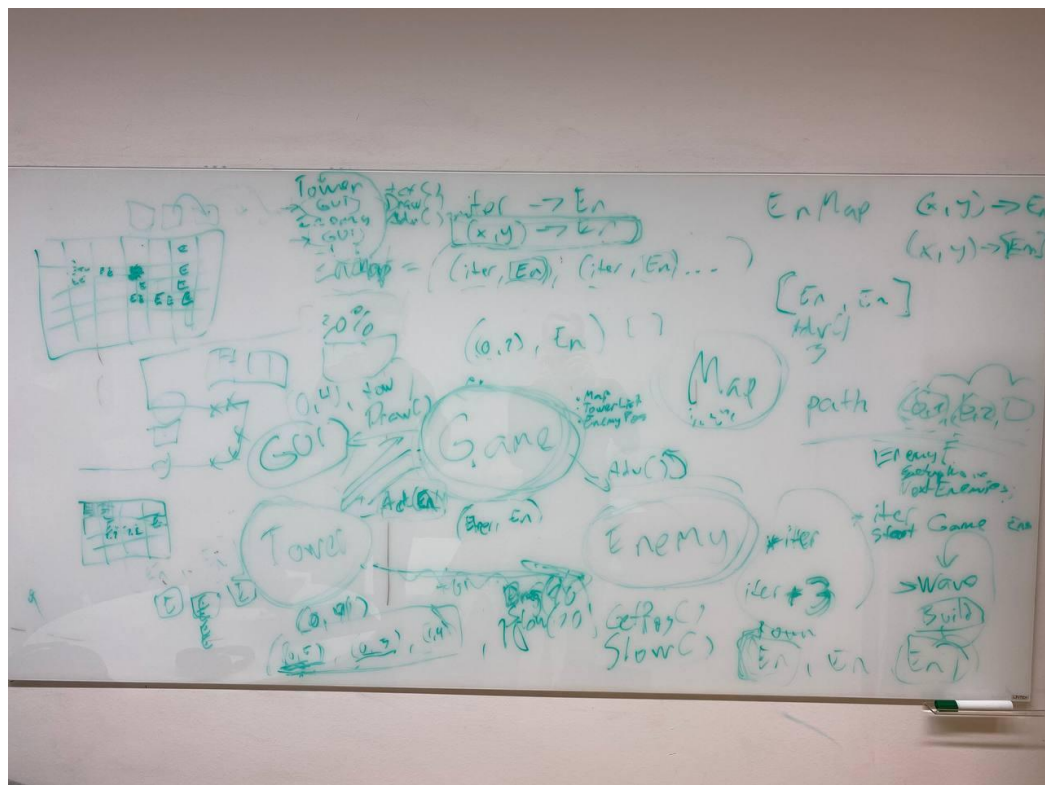
- 4. Game over and other
 - High score list; save your score
 - Sound effects



Design and Implementation



Working Practices



Working Practices

To Do Friday:

- Game state: select thing!
- Game: Destroy tower (x, y);
- Visuals (Display Game info)
- (Sound effects)
- Playtest and calibrate
- Docs
- Fix the code style (ints to some type)
- (Animation for attacks, towers destroyed)
- (LevelEditor)
- MAKE IT RUNNABLE

To do:

~~Lower Section.~~ Kabil

~~Disable()~~ (= Greyed out)

~~Enable ()~~

Game:

Gamestate

~~GetScore()~~

~~Get Money()~~

~~Ge He Hh C~~

(DestroyTower(...))?

~~Al-Tajer (1)~~

subtract money

Alt Possible (x)

Is Action Possible

1. ~~Client Tower~~ (enum TowerType)
int x,
int y
(sample state)

1 Button to "Run" command

~~123456789101112131415161718192021222324252627282930313233343536373839404142434445464748495051525354555657585960616263646566676869707172737475767778798081828384858687888990919293949596979899100~~

3. ~~Bell~~ to "Defton tower"

1) V.B. Han "give up"

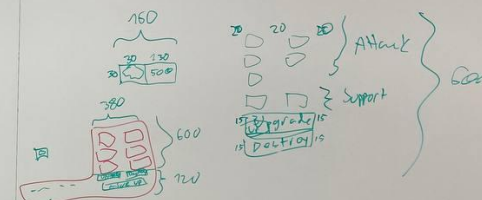
15. Dis. of health, maner.

1. ~~C.R. Ham "Next card"~~

~~Action~~

g) endom function

$n = \frac{m}{\rho}$



~~Check if
towers at mSelected
enough money
=> Act and Draw accordingly
-> m_gui.ChangeState~~

Game Demo