

Matthew Berger  
Fundamentals of Game Design  
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## Defendy Tower!

### **Description**

This game is a tower defense game. In this game, enemies will move from the left side of the screen the right side along a path. You will need to completely freaking stomp their faces in using your magical pulse emitting star-tower and your incredible soldier bullet shooty tower. Both of which can be upgraded for even more power and range. You can purchase and upgrade towers with money, and you can sell towers for money. Every enemy you kill will reward you money, but if they reach the right side of the screen you lose a life. When you're out of lives you lose! There are three levels, and each has a different path. The waves vary in number of enemies. There are slow moving enemies and fast moving enemies. You must beat them all to win!

### **User Manual**

Mouse - Select and place towers with a left click/drag. Sell/Downgrade with a right click.

This game is completely controlled by the mouse.

## **Design Experiences**

While designing this game, I learned how to use paths and tiles in game maker. I also learned some patterns that were useful, such as having a controller object that can be accessed from status objects. I used walls to block mouse clicks over path tiles, and I tried to make the level design as interesting as possible. I even used an opengl shader to add a death particle effect, and a dusty explosion! Overall it was a very fun experience and the design decision making greatly added to my enjoyment of making the game.

## Screenshots:









