Tower Defense

Group: tower\_defence\_santeri\_salmela\_5

Mikhail Romanov, Aki Oura, Leo Teodosin and Kalle Lindgren

December 2023

1. **Overview**

We have built developed our own defense game. Game has fully own graphics and a lot of features. Our game has 8 different kinds of enemies and 6 different kinds of towers. Enemies and towers have all their own animations when attacking, moving or dying. Game has money system where player gets cash by surviving rounds, player can use that cash to buy new towers or to upgrade existing towers.

Game starts with main menu, where user can choose level and difficulty to play. User can choose between few hard coded maps or randomly generated map. If user chooses randomly generated, game will randomly generate fully new level that player have never played before.

After main menu game will start and players mission is to survive as long as he/she can. User wins game by reaching certain amount of round or loses by letting to many enemies get to the finish.

List of features:

* Main menu
* Animation of objects
* Own graphics
* Pre-existing levels
* Randomly generated levels
* 8 types of towers
* 6 types of enemies
* Mouse control
* (High Score)
* Multiple difficulties

Picture of the game in action here

1. **Software structure**