Tower Defense

Group: tower\_defence\_santeri\_salmela\_5

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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. Also there is mechanic where damage between towers and enemies depends on objects type and on the type of object that it’s attacking

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
* Different damage levels depending on type of object
* (High Score)
* Multiple difficulties

Photo of main menu

Kuva, joka sisältää kohteen animaatio, pikseli

Kuvaus luotu automaattisesti

Photo of in game action

Kuva, joka sisältää kohteen teksti, kuvakaappaus, neliö, animaatio

Kuvaus luotu automaattisesti

1. **Software structure**

In our project, the Game class is the central component orchestrating the entire game. It collaborates with the Level class for in-game logic, the Render class for rendering textures, MainMenu for initial player interaction, MenuLevelChooser for selecting levels, and SideMenu for buying towers and displaying stats.

The game starts with MainMenu, prompting players to choose between a pre-existing or random level. Choosing random generates a new level using the Level class, while pre-existing levels are selected through MenuLevelChooser from six options.

Once the game begins, the left side displays a grid managed and updated by the Render class, serving as the battlefield for enemies and tower placement. On the right, SideMenu generates a menu for buying towers and displays essential stats. Both Render and SideMenu classes efficiently load and manage textures using the ResourceHandler class, contributing to a smoother gameplay experience.

The Level class handles in-game logic and stores the current grid, enemies, towers, etc. It relies on two classes: Square and Object. The Square class manages individual squares in the level's grid, storing occupancy and other details. The Object class serves as a basic constructor for all game objects. It has two subclasses: Tower and Enemy, which inherit from Object and act as more specific constructors for towers and enemies, respectively.

Under the Tower and Enemy classes, there are a total of 14 subclasses, each representing a specific type of tower or enemy in the game. These subclasses inherit from either the Tower or Enemy class, depending on their type. This inheritance hierarchy allows for a modular and extensible design, making it easy to add new tower and enemy types to the game.

Additionally, there are two standalone classes: Vector2D, which manages in-game coordinates, and AttackTypes, which manages types of objects and includes functions to determine damage between objects. These classes play essential roles, with Vector2D ensuring consistent handling of coordinates throughout the game, and AttackTypes providing a central mechanism for managing and calculating damage interactions between different game objects.

Detailed picture of structure

Kuva, joka sisältää kohteen teksti, diagrammi, Suunnitelma

Kuvaus luotu automaattisesti

1. **Instructions for building and using the software**

**Building instructions**

BUILDING INSTRUCTIONS HERE

**Usage instructions**

Game starts with main menu, where user should choose which type of level they want to play. User can choose to play already existing level, after what in front of users eyes will appear new window where user then can choose which specific level of 6 existing user wants to play. If user chooses to play random level, game will generate fully new and fully random level and game will start.

After game has started, user will see level on the screen with side menu on the right side of it. On the bottom of side menu, user will see stats of the game, as current round, money situation and lives remaining. With money that user has, user can buy towers from side menu by clicking on then and dragging to play field. All towers have different stats as health, damage, etc. That can be seen to the right side from tower. In the side menu is also “Start round” button that will start new round when pressed. Button will start new round that will generated some specific amount of enemies (depending on current round and difficulty of the game). Enemies will spawn on left side on in game level on the first piece of road and enemies mission is to get to the house that is located somewhere on the right side of the in game level. If they get to the house user will lose lives (one enemy takes on life).

Depending on enemies type enemies can only move or they have some ability as well. Enemy’s ability can be ability to attack towers, heal other enemies or make fog around them that make will decrees towers attack range. Also Boss enemy will spawn new smaller enemies when it dies.

Towers can move in side of game, but they can attack enemies. Depending on tower type, they can attack enemies by dealing damage to them, slowing down enemies or by pushing back the enemies. Also all towers can be upgraded by clicking first on the tower and then clicking on “upgrade” button. Upgrading will add damage, health and range to tower.

All objects that can attack other objects by dealing damage to them. Deals different amount of damage depending what type they are and what type object that they are attacking are. User wins game by reaching specific amount of round that depends on difficulty of the game. And loses game by letting to many enemies reach house at the end of the road (amount depends on difficulty).

After winning or losing user can go back to menu and start new game.

To be finished and reviewed when game is fully ready

1. **Testing**

In our project, we maintain a dedicated folder called "tests" containing all test cases for our game. The tests are primarily focused on classes such as Level, Square, Object, and DragButton. Other classes indirectly undergo testing as part of evaluating the functionality of these core classes. Therefore, classes beyond the specified four do not have individual test suites.

All tests are executable from the main.cpp file, which is configured to run all tests and display the total error count that occurred during testing. To facilitate testing, our CMake file generates a separate executable named "TestRunner."

Our testing strategy covers comprehensive evaluations of all functions within the targeted classes. Each test case is designed to assess various scenarios, including those in which the functions should operate successfully and situations where the functions are expected to fail. After executing a test, the outcome is verified, and the test result—whether a pass or fail—is printed. In the event of a failure, the associated error is logged, contributing to the overall error count.

This systematic approach to testing ensures a thorough examination of the core functionality provided by the Level, Square, Object, and DragButton classes. By evaluating both successful and failure scenarios, our tests contribute to the robustness of the codebase, providing confidence in the reliability and correctness of our game implementation.

1. **Work log**

**Overall work log**

**Mikhail: Developed fully level class, helped with object class development and connected object, level and game class together. Made animation for objects. And also developed resource handler with Kalle.**

**Leo: Developed object class and all subclasses with different abilities to each object.**

**Kalle: Developed GUI of the game, methods that allow user to interact with the game (for example method to drag towers to games grid) and made main menu of the game with help of Aki.**

**Aki: Made all textures for the game, and they animations. Also made UI of the game with Kalle and helped in design of the GUI.**

**Week by week work log**

Week 43: All members of the team participated in planning the project, and researched information about external libraries

Week 44: Mikhail started working on the Level and Square classes, Leo started Object class, Kalle started working on SFML library connection to the project and Aki started drawing textures for the game.

Week 45: Mikhail and Leo continued working on the classes that they started on the precious week, implementing tests at the side. Aki continued with textures and Kalle started developing GUI.

Week 46: Mikhail moved to work on connecting his level class to Leo’s object class, and Leo moved to developing enemy and tower class. Kalle finished first version of GUI and Aki finished almost all textures.

Week 47: Mikhail finished with connecting level and object class together and moved on connecting level and object classes to Kalle’s game class. Leo continues working on subclasses of enemy and tower classes. Kalle started working on towers placement mechanism. And Aki started work on the design of the main menu.

Week 48: Mikhail made animation mechanism for all textures, made logic that calculates how many and what type enemies to spawn each round and started writing documentation for the project. Leo finished work on all subclasses of the object class. Kalle finished towers drag mechanism and moved to main menu development. Aki continued with main menu and maid textures for “You lost” and “You won” screens.

Week 49: All team worked on finishing touches of the project and trouble shooting problems. Team also commented all their code for Doxygen standard and reviewed documentation written by Mikhail.