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**Country: Vietnam**



## IMAGINE CUP 2013



**PROJECT NAME: FOREST GUARDIAN**

**GAME COMPETITION**

**HANOI, 02/2013**

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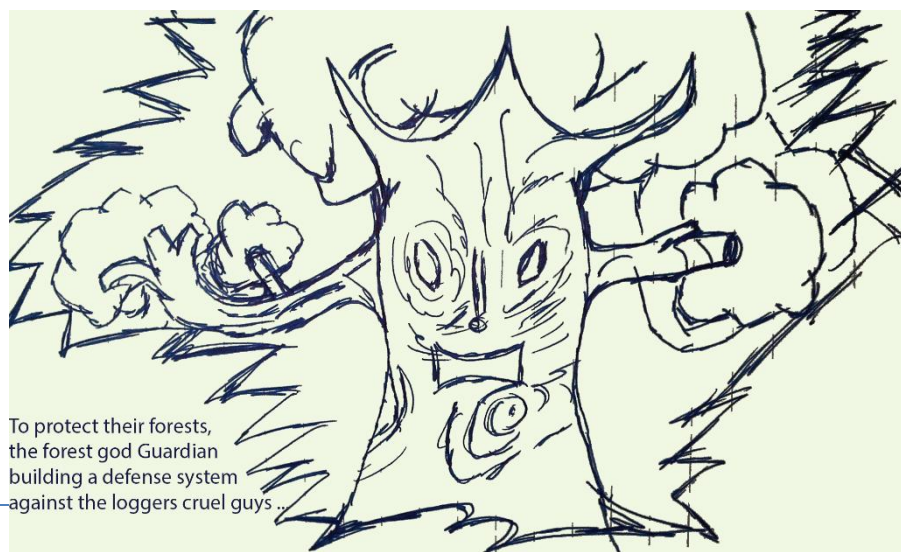
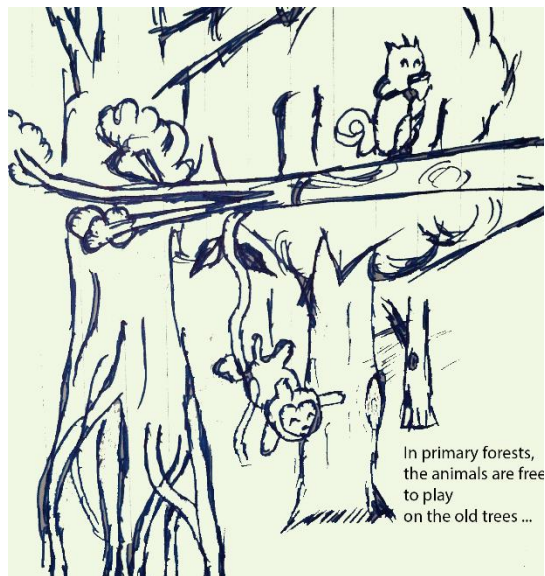
## 1. Introduction

According to Maurand, prior to 1945, Vietnam has 14 million hectares of forests accounts for over 42% of the country's land area, in 1975 only 9.5 million hectares of forest (29% of land area), in 1985 to 7.8 million ha (23.6%) in 1989 to 6, 5 million ha (19.7%) (East Sub Forest Inventory and Planning Institute of Vietnam, 1989) <sup>[1]</sup>.

**More narrow forest is one of the causes of climate change. Thus, the education of protecting forest is needed.**

## 2. Game overview

- The plot



- **Genre:** Tower Defense/Real-Time Strategy Video Game
- **Game mode:** Single Player
- **Audience:** Everyone
- **Platform:** Windows OS, Framework XNA 4.0

### 3. The story

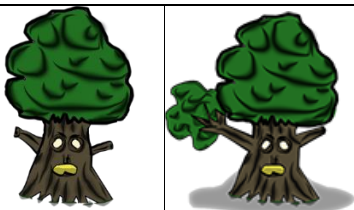
In primary forest, thousands of trees and animals are living peacefully. Still being quite wild so this forest, the logger often notice. Despite the effects to environmental, they blatantly destruct. The trees are lost, the habitat of the animals becoming less and less and fewer forests. To protect our forests god Guardian with his civil against the who loggers brutality. Participating in this defense system: old tree Oak, god cacti Cactus, pineapple CocCoc, ... God Guardian discusses the forest and built a total of nine games along the way to the forest to prevent those who are not invited.



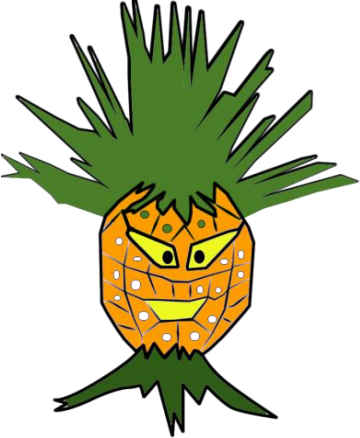

**But his spirit Guardian is not able to undertake all things, god need your help to fight them.**


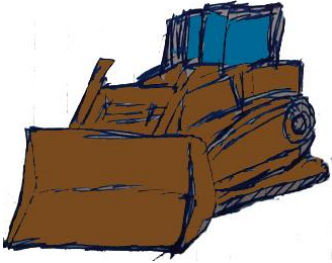
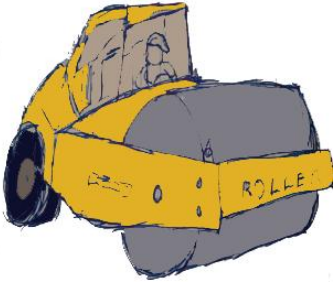
### 4. Game Mechanics

#### 4.1 Player Design/Characters

The tower has 3 types: Oak, Cactus, Cococ. They have different abilities and 3 upgrade levels. Enemy has 4 types: Axe, Saw, Bulldozer, Roller.

Tower		
		<b>Name:</b> The Protector – Oak <b>Introduction:</b> Having grown powerful over thousands of years, Oak is the main force of Forest Guardian who absorb age and wisdom, he can fire seed with very fast speed. <b>Damage:</b> 10/20/30 <b>Range:</b> 70

	<b>Cost:</b> 3\$
	<b>Name:</b> The slower - Cactus <b>Introduction:</b> Born in desert, heat and sand make Cactus more strong, he can strike an enemy with a concentrated shot of poison from his spines. <b>Damage:</b> 5/10/15 <b>Slow:</b> 20%/30%/50% <b>Range:</b> 90 <b>Cost:</b> 7\$
	<b>Name:</b> The Boomer – CocCoc <b>Introduction:</b> Pineapple is small but dangerous, he need time to store energy and release deathly attacks. <b>Damage:</b> 20/40/60 <b>Range:</b> 120 <b>Splash damage:</b> 50% <b>Splash range:</b> 30 <b>Cost:</b> 20
<b>Enemy</b>	
	<b>Name:</b> Axe <b>Introduction:</b> Deep in the forgotten forests there is money to be made, Axe use his strength to cut down all the tree. <b>Heath:</b> 20 <b>Speed:</b> 5

	<p><b>Name:</b> Saw</p> <p><b>Introduction:</b> Combining heavy modern weapons with ability to clear an entire field of timber with ease.</p> <p><b>Heath:</b> 30</p> <p><b>Speed:</b> 5</p>
	<p><b>Name:</b> Bulldozer</p> <p><b>Introduction:</b> To get deep in the forest the company need his powerful to clear the road.</p> <p><b>Heath:</b> 300</p> <p><b>Speed:</b> 4</p>
	<p><b>Name:</b> Roller</p> <p><b>Introduction:</b> Move in slow speed but in compenstation, it has large amount of health. Good at luring fire for man to run deeper.</p> <p><b>Heath:</b> 500</p> <p><b>Speed:</b> 2</p>

## 4.2 Game Flow

The game has nine maps for player to play. Each map is a part of Forgotten Forest in different direction. Player must win one map to unlock another maps in the following order:

1. The North-West Forest
2. The North Forest
3. The North-East Forest
4. The West Forest
5. The Central Forest
6. The East Forest
7. The South-West Forest
8. The South Forest
9. The South-East Forest



Win the last map mean the player finish the game.

### 4.3 Artificial Intelligence

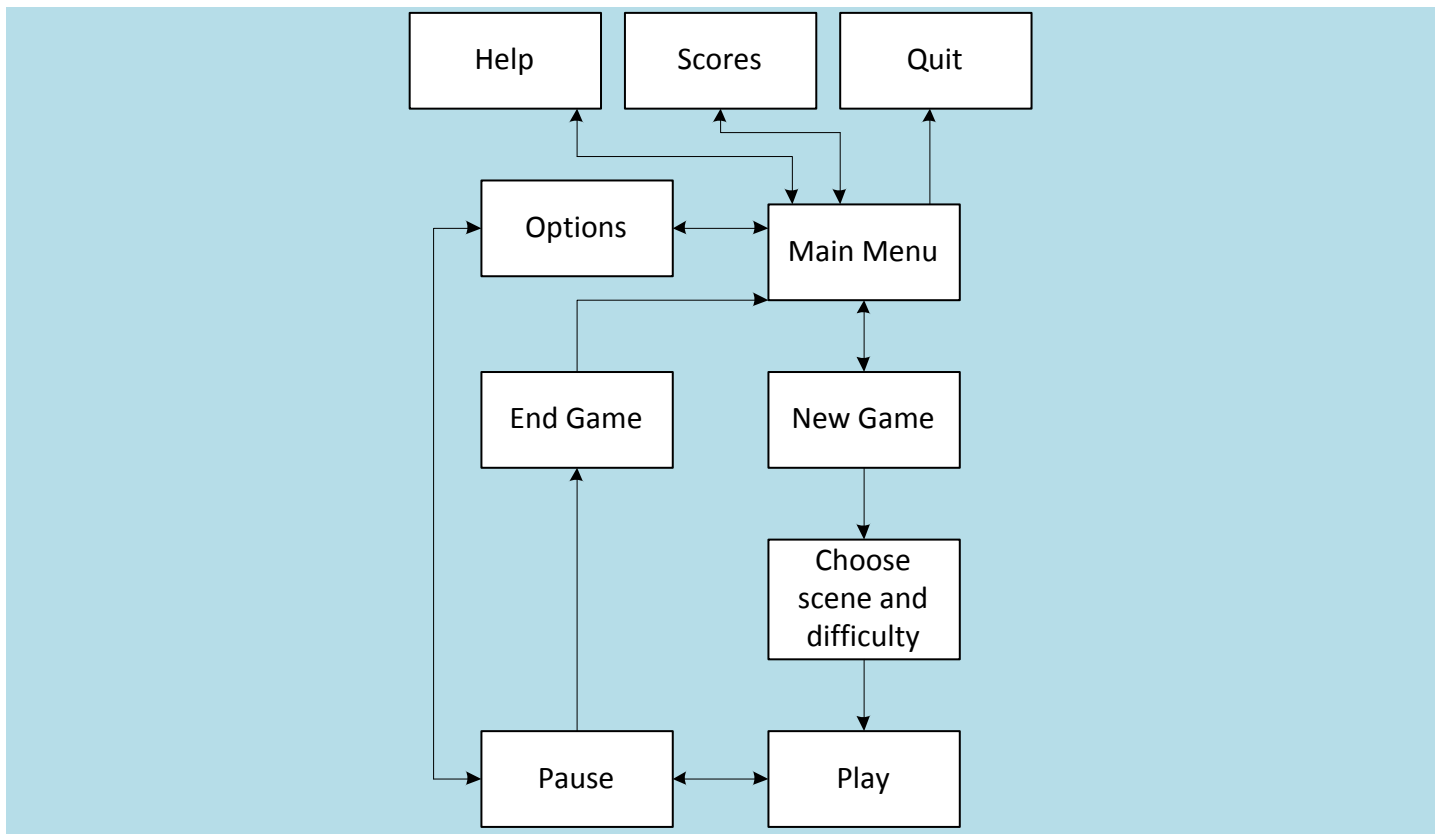
Towers will choose the closest enemy to attack.

Towers can predict the destination of enemy to fire at this heading.

### 4.4 How to play

In each scene, there will be a map with one road. The enemy will come in round, you need to place the tower to kill them before enemy rich at the gate in the end of road. Each enemy pass the gate, you will lose your health, when the number of enemy pass the gate over accepted you will lose. When you kill an enemy you will have money correspond to number of dead enemy.

## 5. UI overview



## 6. Sound and music

+ Player sound effects

- Click a button
- Place a tower
- Choose a tower
- Sell a tower
- Fire sound x 3
- Dead sound x 4
- Enemy pass the gate
- When loose
- When Win

**Total = 14**

+ Music background

- In the menu
- In the game

**Total = 2**

## 7. Impact

Come along with the game is a story about the wrath of Forest God toward the destruction of human, which affects the perception of the player about environment protection.

## 8. Reference

**[1]. Tài nguyên rừng Việt Nam:**

<<http://www.cuocsongviet.com.vn/index.asp?act=detail&mabv=2846>>

**[2]. Role-Playing Game** <[http://xbox.create.msdn.com/en-US/education/catalog/sample/roleplaying\\_game](http://xbox.create.msdn.com/en-US/education/catalog/sample/roleplaying_game)>