

Perseus: New Frontier

space rules

space maps

space stuff

space-themed tower defense

Overall Concept

Goal

The goal of the game is to beat all of the waves in the level without losing all of your health. Health is lost when an enemy reaches Colony. Defeating enemies earns you money, which you can use to purchase more heroes to defend your base.

Losing

You will lose the game when your Colony loses all HP before wave 10. The Colony loses health when an enemy gets to it.

User Skill

The game is a simple strategy game so you will need some basic strategy. You will gain money and you will need to know when to use it and when to save. You will use the mouse to place and upgrade units.

Game Play

<https://nhill2010.github.io/Perseus-New-Frontier/>

Main Issues

- Early on:
 - Enemies colliding with Colony
 - Storing player data consistently
 - Updating health bar value & color
- Near the end:
 - UI integration

For The Future

- Implementing the ability to save player data - including pausing game state.
- Adding an on-screen message to let players know that a wave has been completed.
- Making it so players can visit the store and purchase more heroes during a level - saving game state