

# 512 Game Design Final Project

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In this project, we use unity to design a tower defence game, called “Protect Fruit”. The aim of players is trying to protect those fruits by set cannons on the grass. We set three buttons in the main menu: PLAY, OPTION and QUIT. Clicking play button, player can choose level to play. In this game we design 3 levels.



Figure1: The main menu

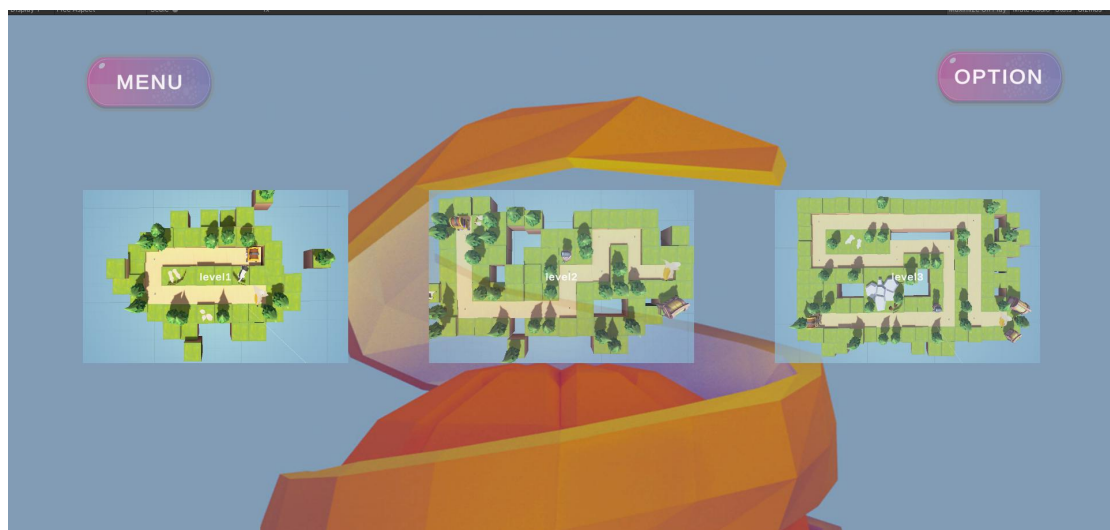


Figure2: The menu to choose the level

The first level, we design a tutorial for the player to introduce how to play this game. We introduce the background story of the game and how to set cannons on the grass. In the first level, we set 2 waves monsters, each wave contain 10 monsters. We also provide 2 kinds of cannons, one has higher shooting speed and lower damage, other has lower shooting speed and higher damage. And those cannons will

disappear after 20 seconds when the player set the cannon on the grass. That means players have to set new cannons when the old cannon is disappear.



Figure3: the map of the first level

The second level, we design same rule as the first level, but it does not contain the tutorial for players. We enlarge the map in the second level and increase the number of monster in each wave. We also increase the health points of monsters in the second wave. Therefore the second level is harder than the first level.



Figure 4: the map of the second level

In the final level, we design a new monster, called slime. This monster has the highest health point, but it moves very slowly. That asks players to set cannons as soon as possible. That also means the final level is the hardest level in this game to give more challenge to players.



Figure 5: the map of the third level

In each level, if the player win the game, the game will pop-up victory interface, and the player can click the button to choose next level or quit the game. If the player lose the game, the game will pop-up the lose interface, the player also can choose each level or quit the game.



Figure 6: The lose interface

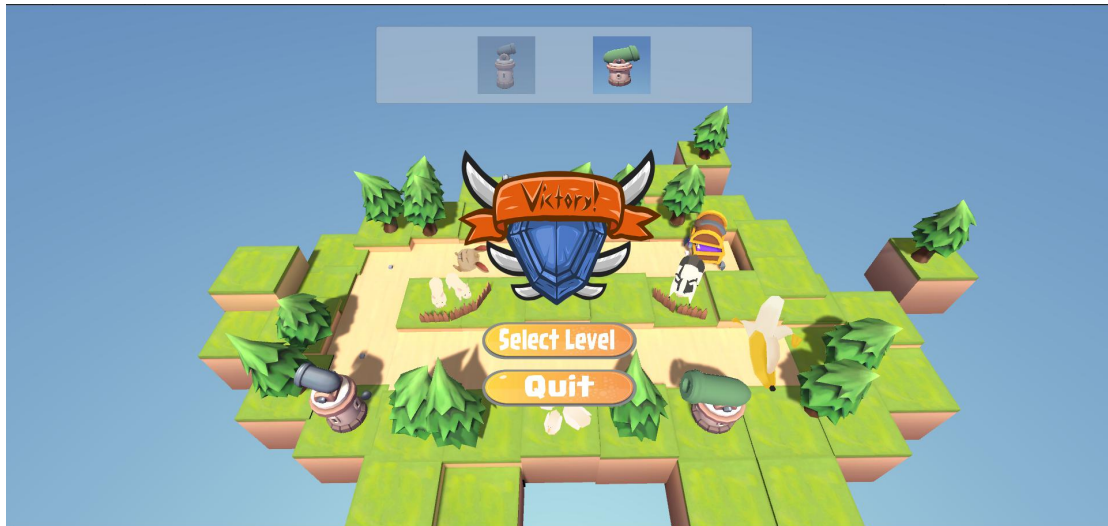


Figure 7: The victory interface

We also add sound effect in this game, like background music, button sound, victory sound and lose sound. Each monster also have 4 animations: move, attack, death and victory.