Screen Resolution: 800 x 600 pixels

Battle field grid 16 x 12

Each obstacle, defender tower or enemy can only occupy one grid at time.

Rocks don’t die so don’t attack them

Towers should explode when they die.

* Big towers 50 life points
* Medium towers 35 points
* Small towers 25
* Level 1 arrows 5 points per hit.

Editor

Buy towers or other obstacles from the tool box and place them on the battle field.

Rearrange towers or obstacles already placed on the battle field at no cost.

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| **Capabilities of the Editor**  **Developer: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** | Degree of correctness   1. Not working 2. Minor flaws 3. Correctly working | Comments: |
| Is display screen 800 x 600? |  |  |
| Is the battlefield divided into a 16 x 12 grid of 42.5 pixels/grid while in editor? |  |  |
| Does editor interface display a tool box containing at least   * 3 towers different sizes and costs? * 1 rubble like obstacles (trees, rocks and so on)? * Display players cash |  |  |
| Can the player select a tower or other obstacles and   * Place it in the battlefield? * Add that tower and other obstacle to a list for usage later in the game? * Rearrange towers and other obstacles already placed on the battlefield and:   + Not affect the player’s money?   + Not affect the battlefield list of towers and other obstacles? |  |  |
| * Not over draw an existing tower or other obstacle? |  |  |
| * Does the editor accurately handle player’s money such as:   + Purchase from the toolbox   + Sell back to the tool box |  |  |
| Is the battlefield divided into a 16 x 12 grid of 50 pixels/grid when in play mode? |  |  |