

# EXTRAS

LET'S PLAY

CONTINUE





DIFFICULTY

SKILL

SELECTION





# POISON TOWER

POISON EFFECT

TOXIC BLAST



# EXTRA ENEMIES

TNT

BARREL

TROLL



# ULTI

LIGHTNING

GOLD FACTORY

FREEZE

EARTHQUAKE















INVISIBLE  
GOBLINS

LIGHT UPGRADE

# SEASONS

AUTUMN

WINTER

SPRING

SUMMER

# WEATHER

WINDY

SNOWY

RAINY

CLEAR



38

20/20

22/25



Wave 2

**Autumn - Rainy**  
Night  
Tower Range -20%

Spawn Warrine (0/2)

Spawn a warrior. At night, warriors spawn from the top and bottom. They only spawn within a line of the tower.

UI menu with buttons: +, -





SOUND EFFECTS

BG MUSIC





# WARRIORS

TNT WARRIOR

WIZARD

ARCHER







EASY  
NORMAL  
HARD  
AUTOMATIC

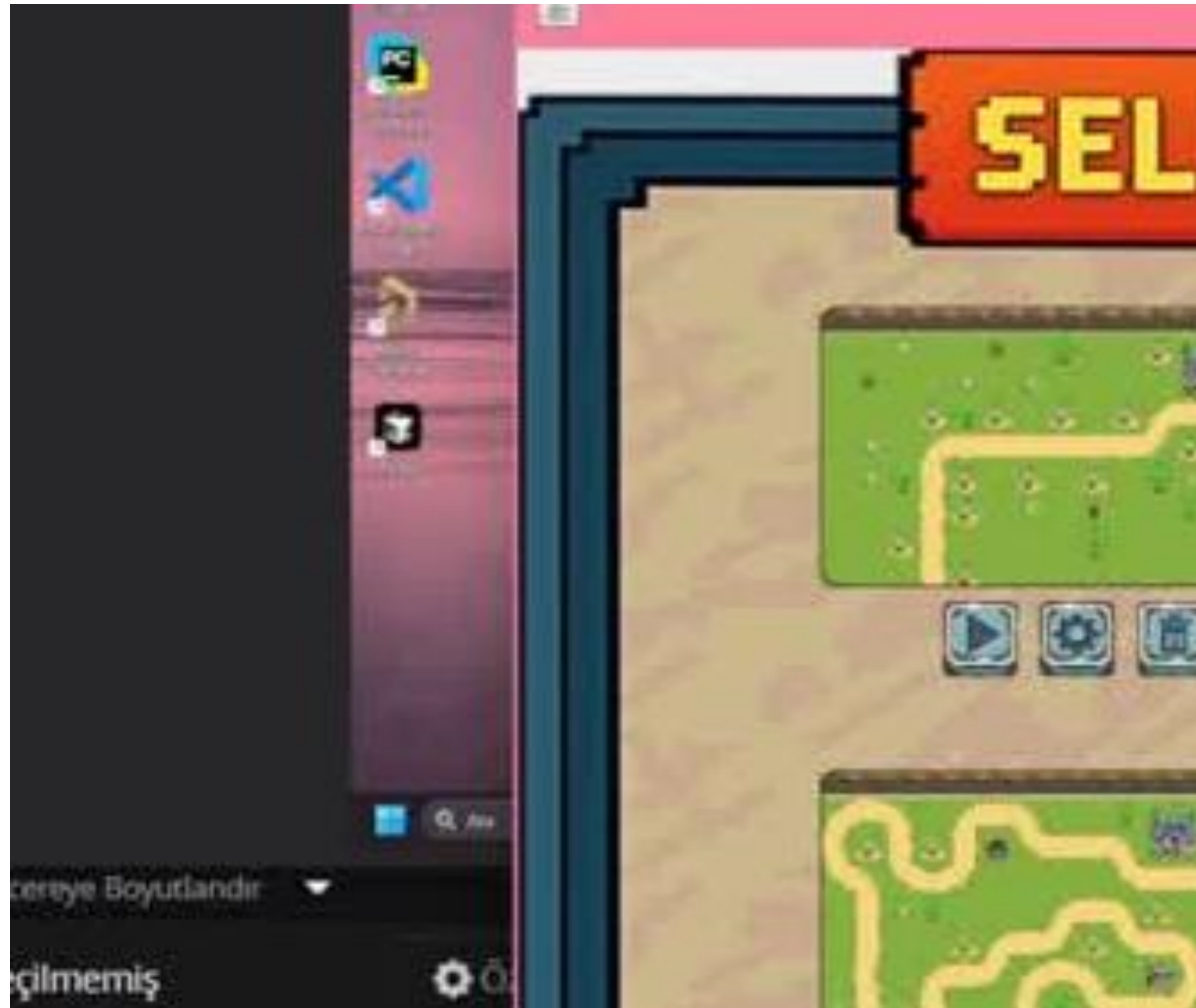
## TOWER TARGETING STRATEGIES

FIRST ENEMY

LAST ENEMY

STRONGEST

WEAKEST



MINING

BURNING



# SMART ROUTING





# PIXEL PERFECT ROTATION - ROTSPRITE ALGORITHM -





# GAME STATISTICS

Map: defaultlevel  
Gold: 315  
Enemy Spawned: 1  
Tower Built: 1

## VICTORY

Map: defaultlevel  
Gold: 305  
Enemy Spawned: 1  
Tower Built: 3

## DEFEAT

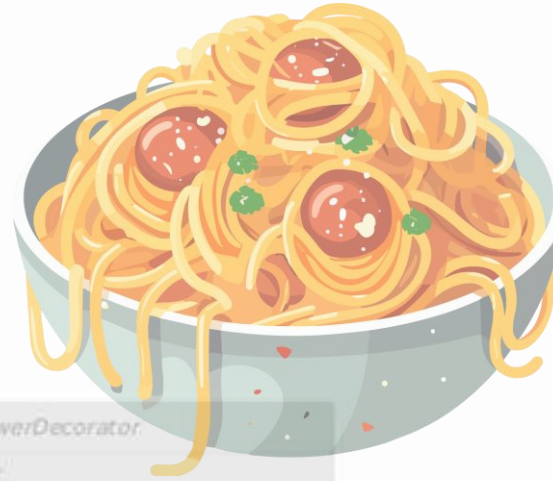
Map: full\_map  
Gold: 930  
Enemy Spawned: 80  
Tower Built: 5

## Details

Map Name:	full_map
Result:	Defeat
Gold Earned:	930
Enemies Spawned:	80
Enemies Reached End:	40
Enemies Defeated:	21
Towers Built:	5
Total Damage:	3714
Time Played:	154s

*Back*

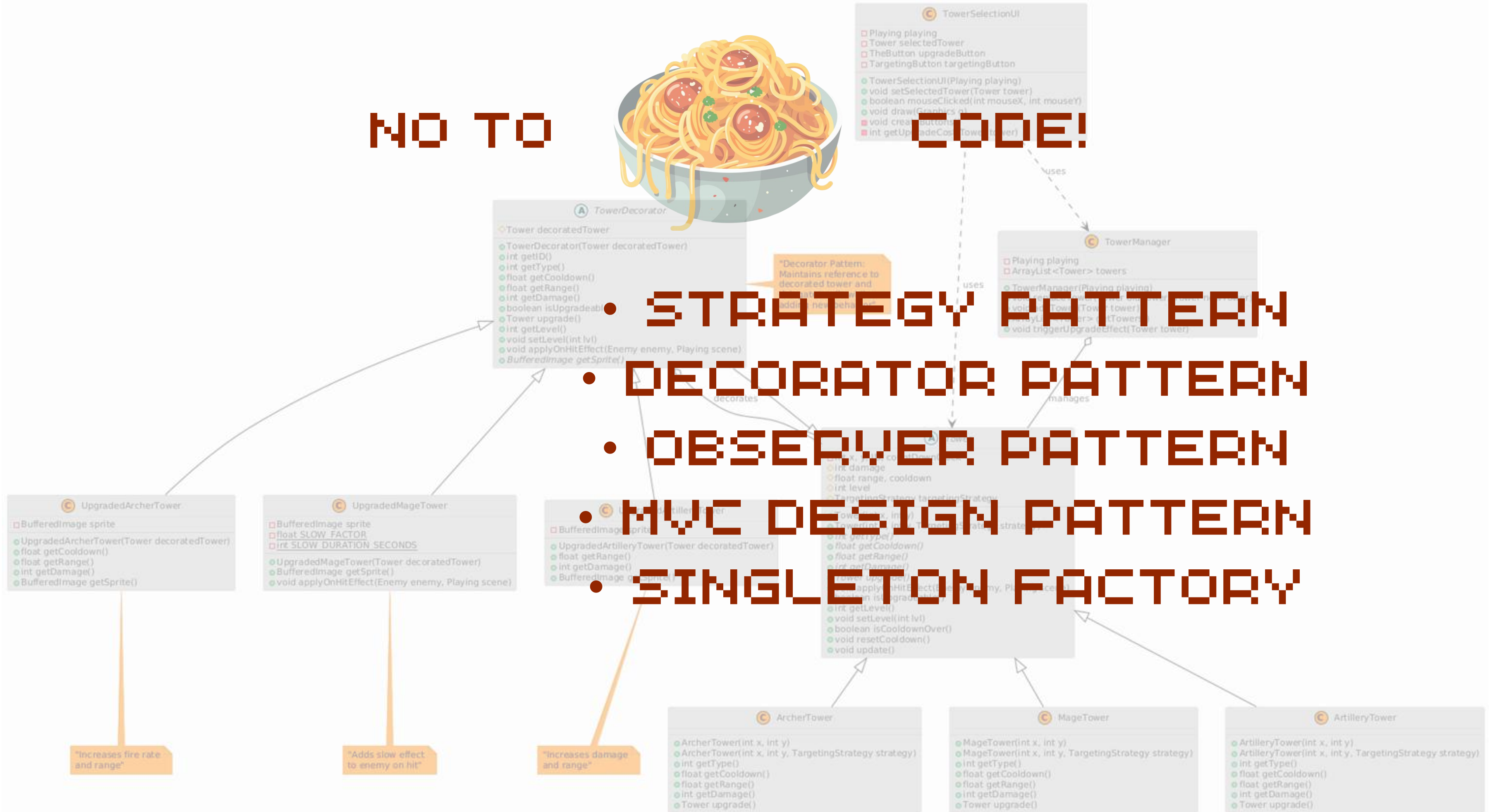
Tower Decorator Pattern - Class Diagram



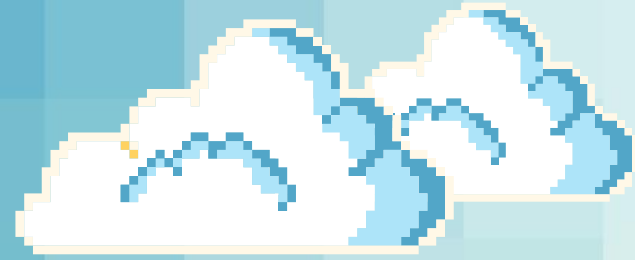
NO TO

CODE!

- STRATEGY PATTERN
- DECORATOR PATTERN
- OBSERVER PATTERN
- MVC DESIGN PATTERN
- SINGLETON FACTORY







# THANKS FOR PLAYING

END

AHMET

DOGU

EMIR

MERT

TALHA

