Tower Defense Game Project
SFWR 3XA3 Group 30

Alan Yin
Huajie Zhu
Junni Pan

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Introduction

Purpose

- Way of entertainment for casual gamers
- modify tower defense game with animations and graphic effects
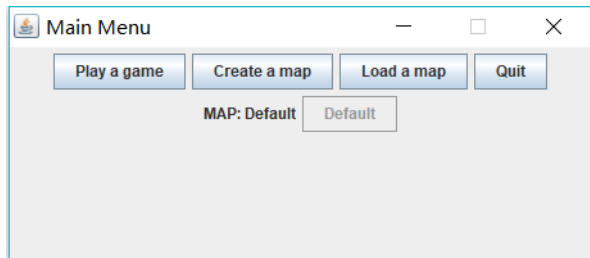
Project Scope

- Practise of software development team project
- Allow user to build towers on map
- Eliminate enemies to stay alive
- Perform operations on towers
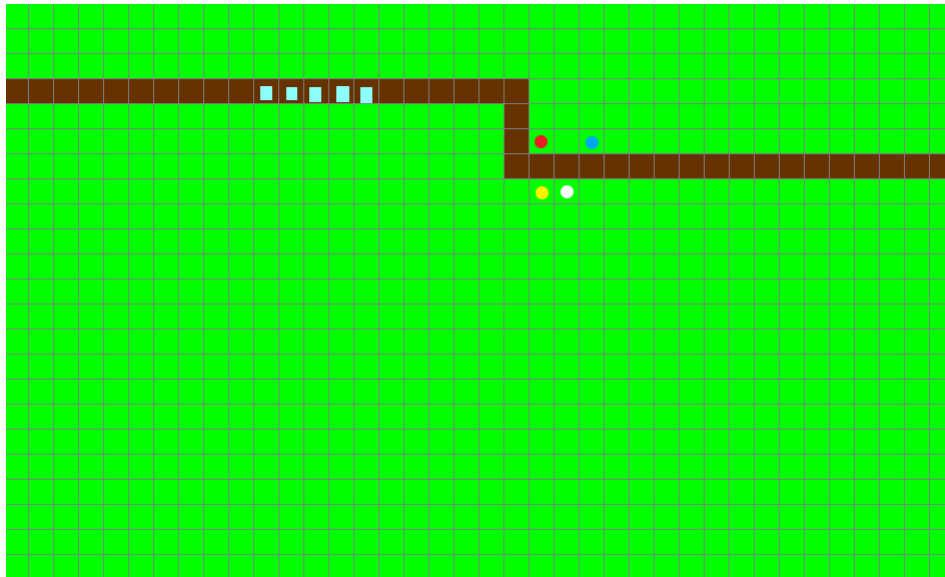
Background Information

Development Environment

- Java based project
- Slick2D library
- Git

Original Project

Original Project

Software Requirement

Requirement #: 2

Description: Four types of towers and six types of enemies have their distinct models

Rationale: Particular models can show the strength and ability of the towers and enemies

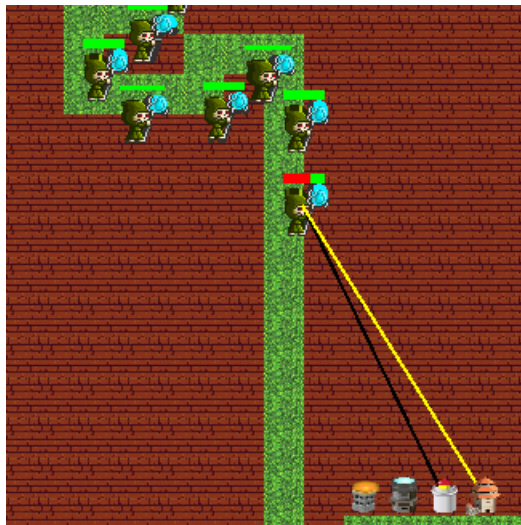**Originator:** Junni Pan – Developer

Fit Criterion: Over 90% of the players can clearly understand the basic properties of towers and enemies

Customer Satisfaction: 5   **Customer Dissatisfaction:** 5

Priority: High   **Conflicts:** None

History: Created October 5, 2017

Software Requirement

Performance

Requirement #: 4
Description: The game will not crash after running all the 10 rounds.
Rationale: The program is supposed to run smoothly without any unexpected crashes.
Originator: Huajie Zhu – Tester
Fit Criterion: The program passes all the test cases before publication.
Customer Satisfaction: 5 **Customer Dissatisfaction:** 5
Priority: High **Conflicts:** None
History: Created October 5, 2017

Demo

The Next Step

Issues and Potential Risks

- High power consumption

Update and Migration

- Release of map editor
- Mobile app

Conclusion

Things we learned

- Formal documentations
- All stages of software development life cycle
- Communication skills
- Time management