Emilio E. Venegas
10/4/11

Command Interface Player will use:

After reviewing and playing several different versions of tower defense games, I noticed similarities amongst all the games as far as commands go. For the most part the mouse was the main way of controlling the action of the game.

The mouse was used to start the game, to pick what level of the game you wanted to begin with. Whether you wanted to pick easy, medium, or hard mode. In some games the keyboard was used to type in your player name. (That would just depend on the game developers if they would want players to have the option of adding their personalized player names.) Once the game started the two main commands that were used to play the game were the mouse moving over the screen (the game) and the right mouse click. On some games there was the option called hot keys. Were a player could use the keyboard for certain commands. But for our project I feel mouse commands are going to be sufficient for the time being.

Here are some of the possible commands we can use for our tower defense game. Keep in mind these are player only commands, they do not reflect all the commands that are going to be issued as the game progress.

Specific Game Commands

mouse   -traverse through the screen
                          -up
                          -down
                          -right
                          -left
                          -as the mouse moves around the map a small halo or even the tower
                          it self will change color. This will be used to signify if the tower can be
                          placed at the desired location, or if another location would need to be
                          selected.
                          *the mouse will be the only object that will send commands to the cpu.

right mouse click(along with the mouse)
                          -begin game (one click)
                          -end game (one click)
                          -pick difficulty level (one click)
                          -pick weapon (tower) of choice (one click)
                          -buy new towers (one click)
                          -upgrade towers (one click)
                          -set towers at desired location (one click)
                          -reset game (one click)
                          -begin new game (one click)
                          -pause game (one click)
                          -move tower (if we would like to give that feature to the gamer)(click and
                          hold)
                          -change speed of the game (if feature is available) (one click)

I also noticed that in most games there was a menu screen to the right of the map or playing field were game options, tower options, upgrades etc were accessed. That is were at least half

of these commands are going to be accessed and picked once the player begins the game.