

Tower Defense Proposal

1. [80] Write a single document for your group including:

- (10) Project name and group members - these will be final for the remainder of the term once this document is submitted. Also identify a Project Manager for the team. This person will be ultimately responsible for your deliverables and for keeping the project on track.

Project Name: Evolution Tower Defense

Group members: Steven, Robert, John, Matty, Felix

Game type: Tower Defense

Platform: Mac / PC/ Web

- (10) A link to the github repository for your project - all group members should be on a github team with admin access to the repository.

LINK: <https://github.com/Jbrowner/CIS410GameDesign.git>

- (20) A description of each team member's intended role on the project. Everyone will be expected to contribute to basic game programming, but members may specialize in areas such as art design, sound design, level design, 3D modeling, AI, etc.

Steven - Game Concept Design and Co-Programmer

Rob - Lead Programmer

John - Manager and AI Programmer

Matty - Sound, Particles and Testing

Felix - Modeling and Animation

- (20) A detailed description of the proposed proof of concept to be built and delivered by Friday, April 29th. Feel free to include concept art in the document. Plan for the proof of concept to contain a single "level" or "area" and only basic game mechanics. The goal of the proof of concept will to be de-risk technical challenges and to build confidence that the game will be "fun".

Our game will be a tower defense concept mixed with real time strategy. The core of the game will be an arena style level and the goal is to protect the castle, survive waves, and progress through levels. Each wave will progressively get harder and bring new challenging enemies for the player to face.

Basic version:

The enemies will spawn from the top of the screen and head towards the player's castle at the bottom. The player can build towers to attack enemies, and prevent them from reaching the base. The towers will be place on intermission and the player will be able to start the level or wave. Also included, will be special items, that a player will get after beating levels.

If we have time, we will include the following:

We would like to include the towers taking damage and to be able to place the others in real time during game play. We would also like to include options to buy items between levels in an item store, then to be able to use the purchased items in game.

- (20) A plan for how the game will be expanded to incorporate five "levels" or "areas", multiple game objects, effects, etc.

Will be in the game:

1. Resuming from past success check points
2. Will include items and abilities
3. Multiple types of towers
4. Progression in building a deck of items
5. Different types of enemies
6. Bosses levels every five levels

Possibly added:

1. Different type of characters
2. Item store
3. Towers take damage
4. Place Towers real time
5. More levels, bosses, enemies
6. More and different towers

2. [20] Give a ~3-minute presentation on your project in class on Friday, April 22nd! Please post any concept art to share on Piazza prior to the presentation.