**MENUS**

**SPLASH MENU\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\***

ART

~~BG Texture~~

~~Buttons~~

-~~continue to main menu~~

-~~goes to main menu screen~~

FUNCTIONALITY

~~Keyboard selection~~

Mouse selection

Texture changes on mouseover

**MAIN MENU\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\***

ART

~~BG Texture~~

~~Buttons~~

-~~start game~~

-~~goes to game screen~~

-start with basic settings

-~~settings~~

-~~goes to settings screen~~

-~~highscores~~

-~~goes to high score screen~~

-~~level editor~~

-~~goes to level editor~~

-~~exit game~~

-~~exits game~~

FUNCTIONALITY

~~Keyboard selection~~

~~Mouse selection~~

~~Texture changes on mouseover~~

**SETTINGS MENU\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\***

ART

~~BG Texture~~

~~Buttons~~

-~~difficulty baby~~

-sets creep speed down

-sets creep spawn speed down

-~~difficulty toddler~~

-~~difficulty big kid~~

-sets creep speed up

-sets creep spawn speed up

-~~time limit quick~~

-sets game over timer to 2 minutes

-~~time limit regular~~

-sets game over timer to 5 minutes

-~~time limit too long~~

-sets game over timer to 100 minutes

-~~gold/score limit limited~~

-sets max gold to 100

-~~gold/score limit unlimited~~

-sets max gold to 999999999

-~~level select~~

-saves settings variables

-~~goes to level select screen~~

FUNCTIONALITY

Keyboard selection

~~Mouse selection~~

Selections remain highlighted appropriately

~~Texture changes on mouseover~~

\*loads/saves settings to json or xml file

**LEVEL SELECTION MENU\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\***

ART

~~BG Texture~~

~~Buttons~~

-~~easy level~~

-~~loads the right game~~ with settings

-~~goes to game~~

-~~medium level~~

-~~loads the right game~~ with settings

-~~goes to game~~

-~~hard level~~

-~~loads the right game~~ with settings

-~~goes to game~~

FUNCTIONALITY

Keyboard selection

~~Mouse selection~~

~~Texture changes on mouseover~~

**PAUSE MENU\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\***

ART

~~BG Texture~~

~~Buttons~~

-~~resume~~

-~~resumes game at point you left off~~

-~~goes back to game~~

-~~restart~~

-reset the game with current settings

-~~goes back to game~~

-~~main menu~~

-~~goes back to main menu~~

FUNCTIONALITY

Keyboard selection

~~Mouse selection~~

~~Texture changes on mouseover~~

**HIGHSCORES MENU\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\***

ART

~~BG Texture~~

~~Buttons~~

-~~back to main menu~~

-~~goes back to main menu~~

FUNCTIONALITY

~~Keyboard selection~~

Mouse selection

Texture changes on mouseover

\*Displays top five scores using bitmap font I think

**GAME OVER\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\***

ART

~~BG Texture~~

~~Buttons~~

-~~main menu~~

-goes back to main menu

-~~restart~~

-restarts game with selected settings

FUNCTIONALITY

Keyboard selection

Mouse selection

Texture changes on mouseover

\*ends game when lives reaches zero

**LEVEL COMPLETE\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\***

ART

~~BG Texture~~

~~Buttons~~

-~~main menu~~

-goes back to main menu

-~~that was easy~~

-restarts game on hard difficulty

-goes to game

FUNCTIONALITY

Keyboard selection

Mouse selection

Texture changes on mouseover

\*ends game here when time limit runs out & not dead

**GAME**

**Babysitter\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\***

**NEEDS: gold**

**speed**

Not affected by tiles

~~Animated texture~~

~~Fast movement speed~~

Has gold

Gains gold when enemy dies

Uses gold to build towers

Towers don’t build until the babysitter gets to destination tile

**Creeps\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\***

**NEEDS: speed**

**damage**

**health**

Spawn one at a time

Spawn at the same point

Affected by tiles

Knows which towers they can damage (bear)

~~Attacks castle not player~~

~~Does damage~~

~~Gets damaged~~

Disappears on no life

**Castle\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\***

**NEEDS: life**

~~Spawns at right spot~~

Changes texture on damage

**Towers\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\***

**NEEDS: damage**

**range**

**projectile speed**

**cost(gold)**

**health for bear**

**speed change for lego & car**

**maximum amount**

Subtracts cost from babysitters gold

Does damage to creeps

Builds when babysitter gets to destination tile

Bear can die

**REQUIREMENTS**

~~2 animated textures~~

-~~builder~~

-~~baby creep~~

-toddler creep

-kid creep

Lives

-castle health = 0 - 3 times

~~Lose state~~

-~~castle health = 0~~

Win state

-time runs out && castle health != 0 || all enemies dead && castle health != 0

Bitmap number atlas to display time, gold, lives

~~3 different levels~~

Gets top 5 high scores (use gold earned)

~~Fast forward (change creep speed, babysitter speed, projectile speeds)~~

Persistent terrain damage (on bear)

Tower upgrades

-range

-damage

-firing speed

-5 UPGRADES