

CMSC436 Project Proposal: Tetris Defense (Game Idea)

Project Team 69:

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App Description

The app is a game where the player tries to defend his home from being overloaded by boxes. Boxes will fall from the sky and the players will have to shoot it before they land.

Minimal Goals

- When a box lands, it blocks turret placements on the respective tile and begins the creation of a tower (stack of boxes).
- The player loses when a tower is created that reaches the top of the screen or the player is unable to place turrets. The difficulty increases based on the number of boxes destroyed and the length of the game (waves).
- To counteract the difficulty increase, the player will have the opportunity to upgrade his turrets. Upgrades will be covered by currency that generates from destroying boxes.

Stretch Goals

- Better looking turrets/graphics
- Different game modes
- Greater variety of turret upgrades

Project Timeline

Milestone 1

- Placing turrets on tiles
- Boxes are able to randomly spawn, fall and land on tiles
- Boxes blocking turrets from being placed

Milestone 2

- Turret shooting mechanics
- Generate currency when a box is destroyed
- Difficulty increase system (incorporation of waves, increase speed and number of boxes)
- Upgrade system (Menu)

Milestone 3

- Spending system for upgrades
- Incorporate upgrades into the turrets
- Lose scenario (a tower of boxes reach the top of the screen)

At this point we will begin working on the stretch goals.

Final Submission

Stretch goals completed, project submitted, and a demonstration scheduled.