

Roberto Pesa
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Video Game Programming

Title

Army Defense

Description

The game is a tower defense game where a player (with enough gold) can build towers to protect his kingdom from the enemy entering. The towers will attack the enemies attempting to come in. there are a total of 15 waves, each lasting one minute. As more waves of different enemies come in, their armor and magic resistance increases. You have to defeat all of the enemies to win. If you get down to 0 lives, you will lose.

Enemy Levels:

Enemies can come in different levels.

Level 1: White

Level 2: Gold

Level 3: Red

Level 4: Blue

Level 5: Pink

Level 6: Black

Character Explanation

Range Tower: this tower consists of projectiles being shot from the windows of the tower. This tower causes range damage. It does the lowest amount of damage within the available selection of towers. Although it causes the lowest damage, it is capable of shooting projectiles a lot faster than the other towers.

Magic Tower: this tower shoots the same projectiles as the range tower, but with magic capabilities. Projectiles are shot from the top of the tower. Because of the magic capabilities, the tower causes magic damage on the enemies. It has a medium attack compared to the rest of the towers.

Light Tower: this tower shoots the same projectiles as the other towers, but this projectile enhances the projectile with true damage. True damage ignores the enemy's armor and magic resistance. This is very beneficial but this tower contains the slowest attack speed from the rest.

Foot Solider: this foot soldier is an enemy of your kingdom. It can come in different levels, ranging from easiest to hardest in killing, respectively. Foot soldiers have medium speed with low resistance compared to the other two enemies. As the levels of the enemy increase, it's armor, magic and gold loot increases.

Flying Contraption: this flying contraption is an enemy which moves quickly through the air and contains similar low resistance as the foot solider. As the levels of this flying contraption increases, so does its armor, magic and gold loot.

Immortal: the immortal moves slowly. Don't be deceived by the slow movement as this enemy contains extremely high armor and magic resistance. It is a difficult enemy to destroy.

Story

There is a battle between two kingdoms and you are under siege. The enemy keeps bringing reinforcements in order to conquer your kingdom since they want your gold. You have some gold to build defenses with in order to stay alive, you have enough defnse inside your kindgdom to defend

against 20 enemies if they pass. If more than 20 enemies pass, your kingdom will be forfeited to the king attacking you.

Mechanics

The mechanics of the game are simple. You are given a specific amount of gold in the beginning of the game to build towers along with 20 lives. Enemies spawn frequently and you must build towers to attack them. Each time you build a tower, you spend gold. As stated earlier, you have 20 lives; if 20 enemies get passed your gate, then you will lose. You win the game by defeating all the waves. Each time an enemy gets through your gate, you gain 10 gold as compensation for gold lost, but you give up one life.

Gameplay

The experience I want users to have is the feeling of being rushed by having to create and possibly upgrade towers quickly in order to defend their kingdom. I want to make it challenging for the player, yet exciting once won.

Art

I created my own game objects and 3D models using Blender. The enemies do not currently have walking animations but it is something I want to implement in the future.