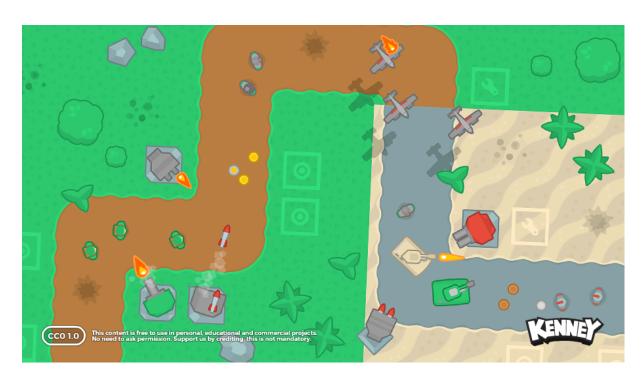
## Defend or Die! :-D 2019

Next major hit in mobile tower defenses!



Platform: PC, Android or iOS

Devices: Desktop, Cell phones, Tablets

Screen dimensions: 800 x 484 ~ 1920x1080

(but should work on larger screens as well)

Input support: Mouse + Touch

Language: C#

Engine: <u>Unity3D</u>

IDE: <u>MonoDevelop</u> or <u>Visual Studio</u> or up-to-you (note that you all should

be eligible to MSDN AA licenses)

Description: Create a tower defense game for a PC & Android & Web.

## Baseline requirements:

[R1] 1 enemy, [R2] 1 gun tower

[R3] 3 different levels (difficulty should gradually build up the difficulty)
[R4] You auto-get some money for every enemy killed to build new towers.

[R5] You can see how much money you have.

[R6] You can build new towers at prespecified places.

[R7] Must be playable on PC, Android.

[R8] Must be stable. [R9] Gun is firing bullets.

[R10] UI adapts for different screen sizes.

## Advanced (extras) requirements:

[E1] +2 different enemies,

[E2] +1 rocket tower[E3] Background music,[E4] some sound effects.

[E5] You can get more money for towers from coins that will

appear out of killed units. And player will need to actively collect them

for extra money.

[E6] Rockets are flying.[E7] Enemies are burning.

[E8] Use of a particle system for effects (rocket flying, enemies burning)

Screens: Loading screen, Menu screen, Choose level screen, Game screen

Deliverables: 1x PC build (.exe and data files)

1x Android build (.apk)

1x Source code (preferably via some public SCM like Github)

- Ideally, builds are part of the repo;)

1x Asset list

- What assets have you used (links + licenses).

1x Short gameplay video (required only if you implement extras)

1x Report

- What have you learned during this assignment?
- What has worked well and what's not during the development?
- What was the biggest obstacle you have encountered?
- How satisfied are you with the result?
- What tool chain have you used?
- How automatized your tool chain is?
- How extendable your solution is?
  - How easy is to add another level, another enemy, another tower.
- How much time it took you to create the game?
  - Use a time tracker! Really! (E.g. <a href="https://toggl.com/">https://toggl.com/</a>)
- Are you confident you will be able to start working on another AS3 game for PC + Android now?

Tools that might help (you can use your own of course):

<u>Audacity</u> (free tool for sound editing / conversion)

## Free assets to use (examples!):

Great free-art crossroad:

https://v-play.net/game-resources/16-sites-featuring-free-game-graphics

Graphics in Public Domain (== do whatever you want):

https://itch.io/game-assets/assets-cc0

TD Graphics:

http://opengameart.org/content/tower-defense-300-tilessprites

http://kenney.nl/assets/tower-defense-top-down

Coins:

http://opengameart.org/content/animated-coins

Music:

https://www.freesound.org/people/tyops/sounds/350481/

Sounds:

Tank fire:

https://www.freesound.org/people/Cyberkineticfilms/sounds/127845/

RPG:

https://www.freesound.org/people/klangfabrik/sounds/249298/

Rocket:

https://www.freesound.org/people/ProjectsU012/sounds/334268/

Building placement:

https://www.freesound.org/people/strange\_dragoon/sounds/271141/