

## Genre: Tower Defence

- Definition
- Code considerations
- Content considerations

# DEFINITION

- Player defends home base from invaders using stationary defences.
- Originally a Warcraft 3 mod, where you placed towers.
- Many variations, but the basic idea is the same.

# TOWER PLACEMENT

- Variations:
  - Freeform
  - Grid
  - Certain positions in the map
- In some games, the point is to create a labyrinth for the monsters
  - The longer they walk, the longer they get shot.

# TOWER TYPES

- Typically, you have a selection of different kinds of towers
  - Varied ammunition
    - Different ammo for different beasts
    - Different hurt rate (more expensive turret, more power)
    - Slowdown ammo of some sort
  - Combination of different turrets often more effective than one type alone

# ACQUIRING TOWERS

- Towers are usually limited somehow
  - Currency of some sort
    - Fixed budget
    - Some means of getting more
      - Collecting things (plants vs zombies)
      - Bounty from killing monsters
      - Steadily increasing budget
  - Fixed amount of turrets

# GAMEPLAY

- TD games are, in practise, limited RTS games.
- Player performs tower placement while enemies are already advancing.
- More often than not, player's defences are far from finished when enemies arrive.
- Enemies often attack in "waves", and after the last "wave", the game resets to the next "level", with a bigger challenge.

# CODE CONSIDERATIONS

- Controls
  - Relatively simple, mouse-driven; choose tower, choose location.
- AI
  - Monster AI(s)
  - Tower AI(s)
- Scheduler
  - When should new monsters get spawned?

# CONTENT CONSIDERATIONS

- Art
  - Interface graphics
  - Background graphics
  - Sprites
    - Tower graphics
      - Possibly, animation
      - Projectile graphics
      - Impact (explosion) graphics
    - Monster graphics
      - Very likely, animation
      - Possible projectiles and related material

# CONTENT CONSIDERATIONS

- Level data
  - For each level, some kind of data structure for:
    - Waves
      - Kinds of monsters
      - Timing
    - Budget or similar data
    - Background graphic?

# CONTENT CONSIDERATIONS

- Audio
  - Possible background music
  - Sound effects
    - Interface sounds
      - Building towers etc
      - Other clicking sounds
    - Monster sounds
    - Firing sounds
    - Impact sounds