



Better Tower Defense

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Milestone 3 Progress

- ▶ Lots of work done but not on milestone goals
- ▶ Automatic multithreading
- ▶ Serialization framework
 - ▶ Tried a number of different other frameworks
 - ▶ All lacked some required feature (usually a different one)
- ▶ Versioned saving and loading of games
- ▶ Replay support
- ▶ Separation of entity system from Unity
- ▶ Content editing support

Plan for Next Milestone

- ▶ Implement resource system
 - ▶ Extends building placement system
 - ▶ Per player resources
 - ▶ Define relationships among buildings and how resources are gathered
- ▶ Implement power system
 - ▶ Builds on the effect system
 - ▶ Effects that are placed at a specific location
- ▶ Implement level types
 - ▶ Primarily controls how units are spawned
 - ▶ Extends spawning system