



Better Tower Defense

JACOB DUFAULT

SPONSOR: DR. BERNHARD

Motivation – Why?

- ▶ Lack of modern and *fun* tower defense games designed for LAN style multiplayer
- ▶ Major gameplay problems with current tower defense games
 - ▶ Waiting for a wave to clear is boring – cannot speedup due to multiplayer
 - ▶ One player can easily snowball and dominate the game, leading to a bad experience for the rest of the players
- ▶ Avenue to pioneer new implementation techniques and game design ideas

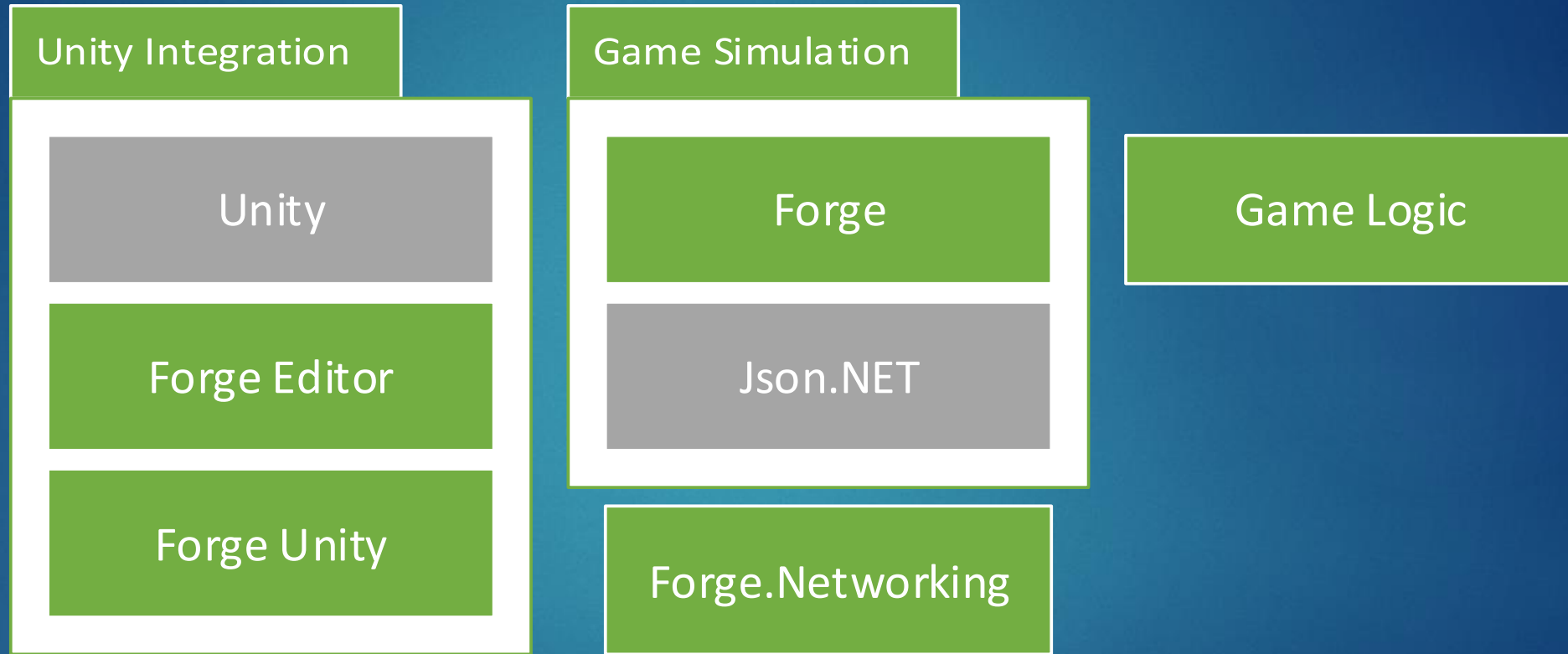
Goals

- ▶ Provide a playable game with multiplayer
- ▶ Multiple different game styles; support co-op and vs modes
- ▶ Implement a number of interesting features
 - ▶ ex: LAN host discovery, deterministic lock-step networking, data-driven entity system, multiplayer co-op campaign, difficulty scaling...
- ▶ More detail in the Timeline

Technical Challenges

- ▶ Content Creation
 - ▶ Takes lots of time to actually create content
- ▶ Production Quality Systems
 - ▶ Difference between prototype and release quality is *enormous*
- ▶ Unity
 - ▶ Makes multithreading difficult
 - ▶ Integration with custom entity framework
- ▶ Big technical challenges done
 - ▶ Multithreading
 - ▶ Networking
 - ▶ Saving/loading

Design



Timeline – February 19th

- ▶ Resource system
 - ▶ Extends building placement logic
 - ▶ Each player needs their own resources
 - ▶ Define relationships among buildings and how resources are gathered
- ▶ Power system
 - ▶ Activate effects in a specific region on the map
- ▶ Add a number of tower types to test the flexibility of the effects system

Timeline – March 19th

- ▶ Work on dynamic difficulty system
 - ▶ Requires analysis subsystem
 - ▶ Average kills per minute
 - ▶ Average wealth
 - ▶ ...
- ▶ Implement different level types
 - ▶ Primarily impacts how units are spawned
 - ▶ Predefined or human controlled
- ▶ Create poster

Timeline – April 16th

- ▶ Add more unit types
 - ▶ Events on death
 - ▶ Specific effect resistances
 - ▶ Affect nearby towers / units
- ▶ Create demo
- ▶ Create user manual describing core concepts of Forge and of the game

Questions?

- ▶ More details in the project plan document
- ▶ Thanks!