

Tower Tower Tower

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-Overview

Objective is To buy turrets after each level and build them before the the start of each level, building phase. Modules can also be added or removed from turrets and the behavior of the turrets can be modified. Between waves in the middle of a level you will be allowed to add modules and adjust turret behavior. The turrets will be used to target balloons hovering over the screen.

-Technical Requirements

- * OpenGL
- * C++ Programming
- * Asteroids Framework

-Game Features

Menu Screen

- * *Creation of menu screen for easy navigation and game mode selection*

Assets

** Tower Defense*

** 2D maps*

** Turrets*

Physics

** Projectile*

** Collision*

** Movement*

AI

**Turret targeting*

Controls

**Use of mouse for control turrets and targeting balloons.*