

Free the Slime



Tower Defense



Bloons Tower Defense

A new take on a classic game

Ivan Cisneros | Jonathan Crawford | Vananh Vo | Ryan Wallace
CMPS 3350

Overview:

You will play as a mad scientist trying to unleash your monstrosities upon the world, wreaking havoc and spreading your gooey minion's dominion to all corners of the land. There lies only one final hindrance to your master plan, the citizens of the world have constructed towers around your laboratory with the sole purpose of desiccating your wet revenge.

The player must tactically overlook the battle field and see what challenges lie ahead of them, creating the perfect slime to tackle each tower in their way. Levels will increase in difficulty, with slimes increasing in toughness to compensate. The goal is to have your slimes break through the tower defense and get to the gate to be free.

Technical requirements:

- Programmed in C++
- Graphics package with OpenGL
- Program frameworks(asteroids as baseline)

Minimum Product Features:

- Art assets
 - 2D maps with pathing
 - Custom sprites for various types of slime and tower units
 - Sound effects and music
- Physics
 - Projectile collision with sprites
 - Pathing of sprites to react to objects on the map
 - Sprite creation and destruction in real time
- Systems
 - Sprite creation menu on screen
 - Destroyed slime and tower counter
 - Custom attributes for slimes and towers
 - Scaling attributes based on progression

Control schemes:

Mouse integration for menu selection and slime tower locations

Potential goals:

- Over 3 types of slime characters
- Over 3 types of tower objects
- Over 3 map variants
- Difficulty modifiers on new game option
- Deep progression of tower and slime mechanics
- Leaderboards