



COP4331C, Fall, 2014
Group #1

Team Members:

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- Katie Jurek
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Modification history:

Version	Date	Who	Comment
v0.1	11/19/14	Jonathan Bennett	Imported template, began writing Introduction, How to play, and Credits sections
v0.2	11/21/14	Miguel Corona	Song/Effects Credits, Enemy types description
v0.3	11/22/14	Jonathan Bennett	Added details about towers and introduction for main game, added enemy images
v0.4	11/22/14	Miguel Corona	Finished enemy descriptions added control descriptions
v0.5	11/24/14	Megan Postava	Minor edits
v1.0	11/24/14	Miguel Corona	Corrected control descriptions, finalized document

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 - Enemy types
 - Assignments, Financials, Illnesses

Credits

- Development team
- TA/client
- Music & art resources

Introduction

Welcome to Knight's Guard, brave student... err, Knight! Your task is to defend the UCF fortress (commonly known as the Student Union, the magical land of food and free printing) from invading forces who seek to destroy your grade.

To assist you in this battle, you are given command of hard-working unpaid civil engineering interns who will build defensive towers for you! Don't feel bad for them; they're gaining valuable experience for their resumes. You can place these towers at strategic points on the map to attack the enemies and protect your grade. Along the way you'll be able to purchase more towers and grow a stronger defense.

The quicker you're able to defeat your enemies, the better your grade and score will be. Good luck, Knight! Be sure to challenge your friends and compare your score on the online leaderboard.

How to Play

In this section you'll learn about each screen in the game and all of the options available to you.

Registration Screen

When you start the game, it will ask for your name. Type in your name with the keyboard and press the Enter key when you're finished.

This is used for the online scoreboard, if you choose to upload your score. You can enter in your first name or a nickname -- whichever you wish. Please be careful of sharing anything too personal!

Title Screen

Here you'll see the game logo and two buttons. The "Home" button will begin a new game, and the "List" button will bring you to the online scoreboard.

Note: The online scoreboard requires an Internet connection to see. If you try to load it with no Internet connection available, the game may tell you to restart.

Scoreboard

This screen will display a list of the top ten highest scores of all-time! If you can make it onto this list, you're definitely a master of the game...

Or perhaps just one of the first to play it! Either way, give yourself a pat on the back.

If you've played a recent game, you can choose to upload your own score by clicking the "Sync" button located beneath the high score list. Give it a few seconds to load, and your name will appear.

Tip: If your name does not appear at first after syncing, please try to sync again.

Main Game

Click the “Home” icon from the title screen, and you will be ready to start playing the game! Your mission is to stop all attacks against the Student Union. This will protect your grade, and you will receive the highest score by doing it well! Be sure to pay attention to your currency and place your towers in strategic places in order to maximize their benefits.

Controls

The controls are simple and mostly involve the mouse, but here are a few details you will want to know:

- Enter Key
 - The enter key is used to start a new wave. A new wave can only be started once all enemies from the previous wave have been released.
- Left Mouse Button
 - Left clicking on a building will place a tower at that location. If a tower already exists at that location, left clicking the base of the tower will display an upgrade menu. To select one of the upgrades, left click the desired upgrade. If you do not wish to purchase an upgrade, left click on the base of the tower again to hide the upgrade menu.
- Right Mouse Button
 - Right clicking on the base of a tower that is on the map will sell that tower for a portion of the creation cost.
- P Key
 - Pressing the P key will pause the game. Once paused, you will be given two options: “Press P to continue”, and “Press Space to Quit”.
- Space Key
 - The space key is only used when on the pause menu. Pressing the space key on the pause menu will quit the current game and take you to the main menu.

Towers

There are three types of towers: standard, area of effect and cone shot.

Standard

The standard tower can shoot arrows in every direction at a medium range. It shoots one arrow at a time and can damage one enemy. Depending on the difficulty of the shot, the arrow may miss!

Area of Effect

The area of effect tower shoots slower than the standard tower, but is able to damage multiple enemies with its cannonballs. If the cannonball hits an enemy, it will also damage enemies that are close to the area of impact. This is a good choice to take out a group.

This tower also has a special shot ability. By hovering your mouse over the base of the tower and pushing the "S" key, the tower will shoot a special cannonball that deals increased damage. This has a cost of 50 currency though, so only use it when needed!

Cone Shot

The cone shot shoots arrows like the standard tower, but is able to shoot them further when focused in a specific direction. Use this tower to take out enemies from afar!

Enemies

There are three types of enemies: assignments, financials and illnesses. These represent real world events that can affect a student's grade. Defeating the various enemies types can help you or prevent you from receiving a lower grade score.

Assignments



Assignments are the core enemy type in the game. As with a normal college course, a student's grade is heavily affected by their understanding and completion of assignments. These enemies would include basic assignments, quizzes, midterms, and finals. Since this enemy type contains a variety of assignment types, there will be different "levels" of assignments.

A basic assignment will do an average amount of damage to your grade, while a midterm or final assignment will do significantly more damage to your grade. Your grade will suffer more if you get a bad grade on a test versus if you get a few bad grades on a few assignments. Defeating this enemies will provide you with credits for building more towers. If assignments make it to your base, your grade will slowly start to go down until they are defeated.

Financials



Financial enemies are a somewhat rare occurrence. Some financial obligations can be expected such as: tuition, room and board, and textbooks. However, other unexpected financial obligations such as: parking tickets, emergencies, and car issues can pop up at the worst possible time.

The financials enemy type is designed to add a little unexpected action during a "semester". Allowing this enemy to reach your base will cause you to suffer a one-time loss of credits that you have accumulated from defeating other enemies rather than cause your grade to suffer. Losing credits does prevent you from purchasing more towers so it can lead to a lower grade.

Illnesses



Illnesses, unlike financials and assignment enemies, are completely random. A student cannot accurately predict when they or someone they know will become sick. The illnesses enemies will be very similar to the assignment enemy type with added debuffs that affect your towers performance.

The debuffs will have a set time amount depending on the sickness. Your tower could lose damage per hit, have a slower fire rate, and possibly have a smaller area that the tower can target. Once the illness enemy comes in contact with a tower, the tower will become "sick" and a sickness bar will appear over the tower. Once the sickness timer has run out, the tower will be restored to its previous healthy condition.

Credits

We hope you enjoy the game! Here are all the people who helped make it possible:

Development team

- Megan Postava, UCF Student
- Katie Jurek, UCF Student
- David Moore, UCF Student
- Miguel Corona, UCF Student
- William Adkins, UCF Student
- Jonathan Bennett, UCF Student

Clients

- Dr. Damla Turgut, UCF Associate Professor
- Rajiv Marothu, UCF Teaching Assistant

Other Resources

In addition to creating our own assets, the development team used freely and commercially licensed assets by other authors. These are listed below.

Songs

Angevin B - "Angevin B" Kevin MacLeod (incompetech.com)

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<http://incompetech.com/music/royalty-free/index.html?keywords=angevin&Search=Search>

Folk Round - "Folk Round" Kevin MacLeod (incompetech.com)

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<http://incompetech.com/music/royalty-free/?keywords=Folk+Round>

Minstrel Guild - "Minstrel Guild" Kevin MacLeod (incompetech.com)

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<http://incompetech.com/wordpress/2012/10/minstrel-guild/>

Pippin the Hunchback - "Pippin the Hunchback" Kevin MacLeod (incompetech.com)

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<http://incompetech.com/wordpress/2014/01/pippin-the-hunchback/>

Skye Cuillin - "Skye Cuillin" Kevin MacLeod (incompetech.com)

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<http://incompetech.com/music/royalty-free/?keywords=Skye>

Sounds

AOE_catapult - Celticvalkyri

(<https://www.freesound.org/people/Celticvalkyria/sounds/251582/>)

ARROW_robinhood - Robinhood76

(<https://www.freesound.org/people/Robinhood76/sounds/126464/>)

SWORD - ceberation

(<https://www.freesound.org/people/ceberation/sounds/235522/>)

SWORD2 - ceberation

(<https://www.freesound.org/people/ceberation/sounds/235518/>)

SWORD3 - Mediapaja2009

(<https://www.freesound.org/people/Mediapaja2009/sounds/162560/>)

Tower_Create - cmusounddesign

(<https://www.freesound.org/people/cmusounddesign/sounds/84696/>)

Wave_Start - freefire66

(<https://www.freesound.org/people/freefire66/sounds/175946/>)

Artwork and Sprites

Weapon projectiles, commercially licensed asset. Created by Nido (<http://graphicriver.net/user/nido>), modified by Jonathan Bennett

Title screen graphic, commercially licensed asset. Created by Vladuha (<http://graphicriver.net/user/Vladuha>), modified by Jonathan Bennett