

Group 1 COP4331
Game Details Discussion
October 12, 2014

Three Enemy Types

- Assignments
 - Midterm
 - Finals
 - These units are generally slower moving, have high HP (bullet sponges), slow attack
- Financials
 - Ranged
 - Debuff on money
 - Move faster than assignments
 - Die on contact with the base
- Sicknesses
 - Ranged debuffs
 - It targets the least sick base first → closest base second
 - On contact with base, it infects and resets the timer to MAX_SICKNESS
 - Base can have a sickness bar to show how long the sickness is lasting
 - Each sickness unit can be colored and match the sickness bar color
 - Green, blue, other sickness-like colors

Special Enemy Type

- Emergency enemy units are flying units of the 3 main types
- They require a skill shot to kill

Three Tower Types

- AoE
 - They shoot bullets which have splash damage
 - Upgrades can increase the splash radius, damage of bullets, speed of shots
- Straight/Normal Shot
 - Normal fire shot
 - 360 radius (not directed shot)
- Cone Shot
 - Initial short 360 shot range
 - Have a directional cone width for the bullets firing
 - Upgrades can increase the range, rate of fire, damage