

COP4331C – Group 1
September 5, 2014
Meeting Notes

- Finalization of Prior Data, Decision of what program to use.
- List of things to look into:
 - GM: Source Control - *Professional Version Only*
 - Unity's 2D system
 - GM: UI quality
- Game Data
 - Vectorized UCF map - add details if we want to stylize, and use that as our terrain
 - -No player - automated turrets + 'skill based' click to use weapons (more powerful, one per 'base')
 - Create multiple skill weapons in different themes.
 - How many weapons per building? We know one skill based, but how many regular?
 - Minimal versus Ideal version of game
 - Create one auto weapon for minimal, but more than that for ideal. Same towers for each building, but the skill weapon changes per base.
 - Currency of some sort - Knightcash - powerup called 'financial aid' that will add more cash - what about an enemy that is like unsubsidized loan and every time it shoots the base you lose money instead of health.
 - EXP meter for unlocking things, currency to purchase.
 - Both EXP and money come from enemy death.
 - Bonuses for fast level completion? Would require additional testing for deciding the balance of that feature. [Ideal Game]
 - AoE towers, single target, long range, short range, status effect like slow, freeze, poison. - towers that just do status effect, or effect AND damage?
 - Double-triple-etc kill could provide multipliers/benefits - on death event starts a timer that tracks how many are killed in that time.
 - Enemy types - long range, short range. Flying/Swimming units that have different terrain rules?
 - Have a moat around the student union? Final line of defense?
 - Enemy damage types: melee, elemental?
 - Enemies themselves: Sickness, Assignment, Parking ticket, Unsubsidized Loan, Family Emergency
 - Focus on non-touch first, but keep the UI so that it can easily port to touch.
 - Balance types:
 - Assignments are slow but heavy damage, melee range only. High health. We could do different levels of assignments as well for scaling. Could also do like midterm/final bosses that come out halfway through a round/at the end of the round. Or start them all at the same time and change their speeds. Targets base.

- Sicknesses - ranged or melee, not as much damage but status effects like fire slower or are poisoned. Targets towers.
- Emergencies - ranged.
- Unsub Loan - don't do any actual damage, but take away money. Parking ticket falls in this category (flying type ticket?) Melee range. Automated defenses won't take care of it, have to use skill shots. (not many of them per round)
- Towers rotatable, field of view, can change during play but that's all you can do to influence their workings, but they can be upgraded to have larger cones. 360 instead?
- Weapons centralized to buildings? or placeable around the path?