

Tower Defense framework



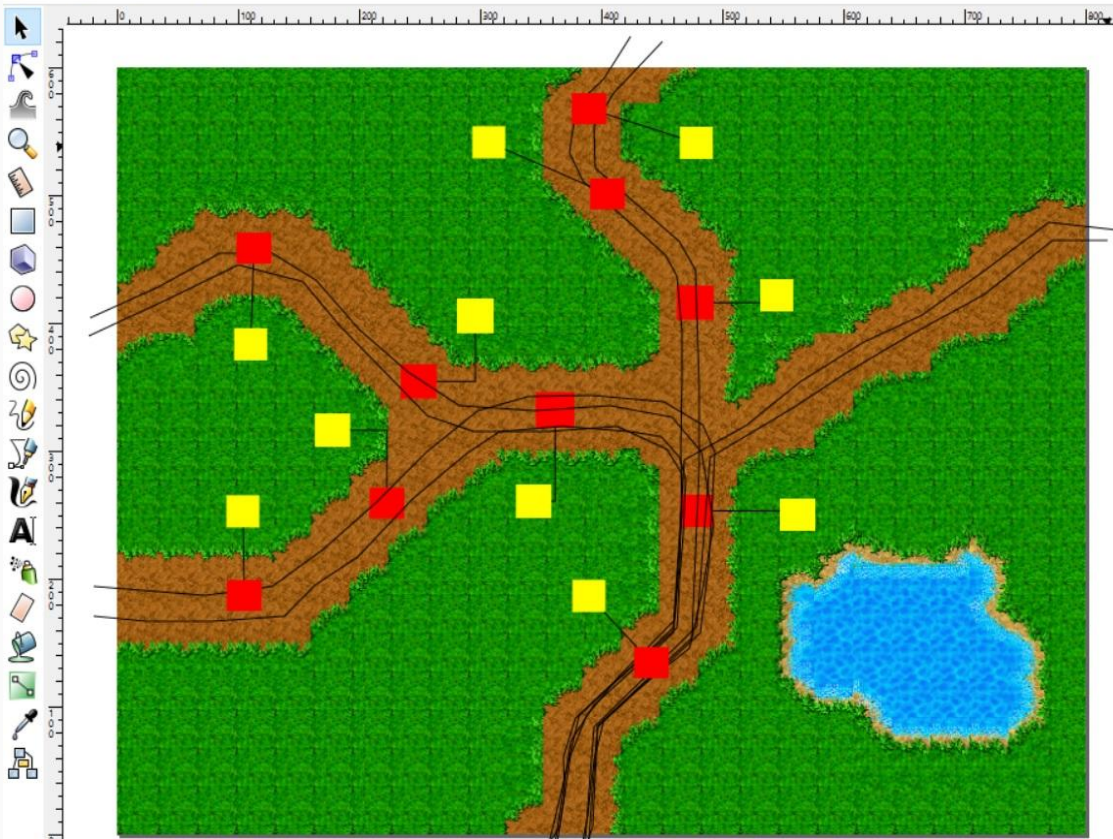
About

- Create 2D tower defense framework:
 1. With open license to use for anyone
 2. Easy-to-use
 3. Pluggable mechanics
 4. Multiple platforms: Windows, Android
- Project is written in C#. Libraries used: MonoGame, MoonSharp, EmptyKeys

Major changes



- Visual effects
- Sound effects
- Friendly units are now supported
 - And fully scriptable
- Improvements in user interface
 - Special powers, better menu, simpler modifications and extensions
- Better scripting interface
 - Allowing more complex actions (temporary buffs, debuffs, actions with visual or sound fx)



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```

fireball.lua

```
----- [ SCRIPTING HEADER ] -----
-----
local _table = require 'globals.lua';
-- Alias: contains table with addresses for (by default) - Engine variables,
local variables = _table.variables;
-- Alias: contains table with addresses for (by default) - Spells
local actions = _table.actions;
-- Alias: contains table with addresses for (by default) - Dynamic entities
local troops = _table.troops;
-- Alias: contains table with addresses for (by default) - Towers
local towers = _table.towers;
-- Alias: contains table with addresses for (by default) - SoundEffects
local sounds = _table.sounds;
-- Alias: contains table with addresses for (by default) - VisualEffects
local effects = _table.effects;
-----
----- [ /SCRIPTING HEADER ] -----
-----

dmgValue = 10;

function Execute()
    target.ApplyVisualEffectThis(effects.fxFireball, 5000);
    target.PlaySound(sounds.fireball, 1);
    target[variables.HP] = target[variables.HP] - dmgValue;
end;
```

globals.lua

```
troop_tower_3 = 7003,
arrow_tower_1 = 7004,
arrow_tower_2 = 7005,
arrow_tower_3 = 7006
},

sounds =
{
    -----
    ----- [ SOUNDEFFECT IDENTIFIERS ] -----
    -----
    -- NOTE: keys HAVE TO match identifiers from sounds.tas --
    -----

    sword_slash = 8000,
    axe_slash = 8001,
    fireball = 8002,
    freeze = 8003,
    dying_friendly = 8004,
    dying_enemy = 8005
},

effects =
{
    -----
    ----- [ VISUALEFFECT IDENTIFIERS ] -----
    -----
    -- NOTE: keys HAVE TO match identifiers from effects.tas --
    -----

    fxHeal = 9000,
    fxFireball = 9001
}
}
```

TODO list



- Finish porting game to Android
- Upgrades together with appropriate UI screen
- Persistence

Demo