Survival of the
CARROT PEOPLE

Alpha Release

Introduction

All low target requirements are now implemented. Some features from the desired targets are still in progress. These are mainly graphical work, which have to be done.

Implemented Features

First, the functional minimum was implemented. This was a good way to start with Unity. After that the main focus was to implement the growing trees, because that was the core idea of the game. After this was done, the rest of the low target features were implemented, and also some of the desired targets.

Here is an overview of the progress:

Fully implemented features	**Functional minimum:** Basic tower defense functionality: ● Tower placement ● Tower attacks ● Monster spawning ● HUD ● One playable level ● One enemy monster **Low Target:** ● Growing tower (technical, no L-System yet) ● A tower can split a branch to grow a new tower (technical, no L-System yet, every split tower looks the same) ● Winning Condition (all Enemies killed, Lives > 0) **Desired Target:** ● Growing tower (graphical, L-System) ● Different monsters (technical) **High Target:** ● More levels ● Boss monsters (technical) ● Sounds **Other:** ● Smooth path (simple, no BSplines) ● Software engineering, refactoring ● Level selection
In progress	● Fine tuning ● Monsters & Boss monsters (graphical)

Planned	Desired target:
	- Different towers/branches - Special tower skills (poison, slow-down, etc.) - Loosing condition: Carrots are taken from garden (graphical, L-System) - Animated monsters and towers - Different monsters (graphical) High target: - Boss monsters (graphical) - Story elements - Special spells - Resource Mana (for the special spells) Other: - Play testing and fine tuning - Level Design

Winning / Loosing Condition

In this milestone, the winning condition and the loosing conditions were implemented. Additionally, the navigation through the levels was implemented.
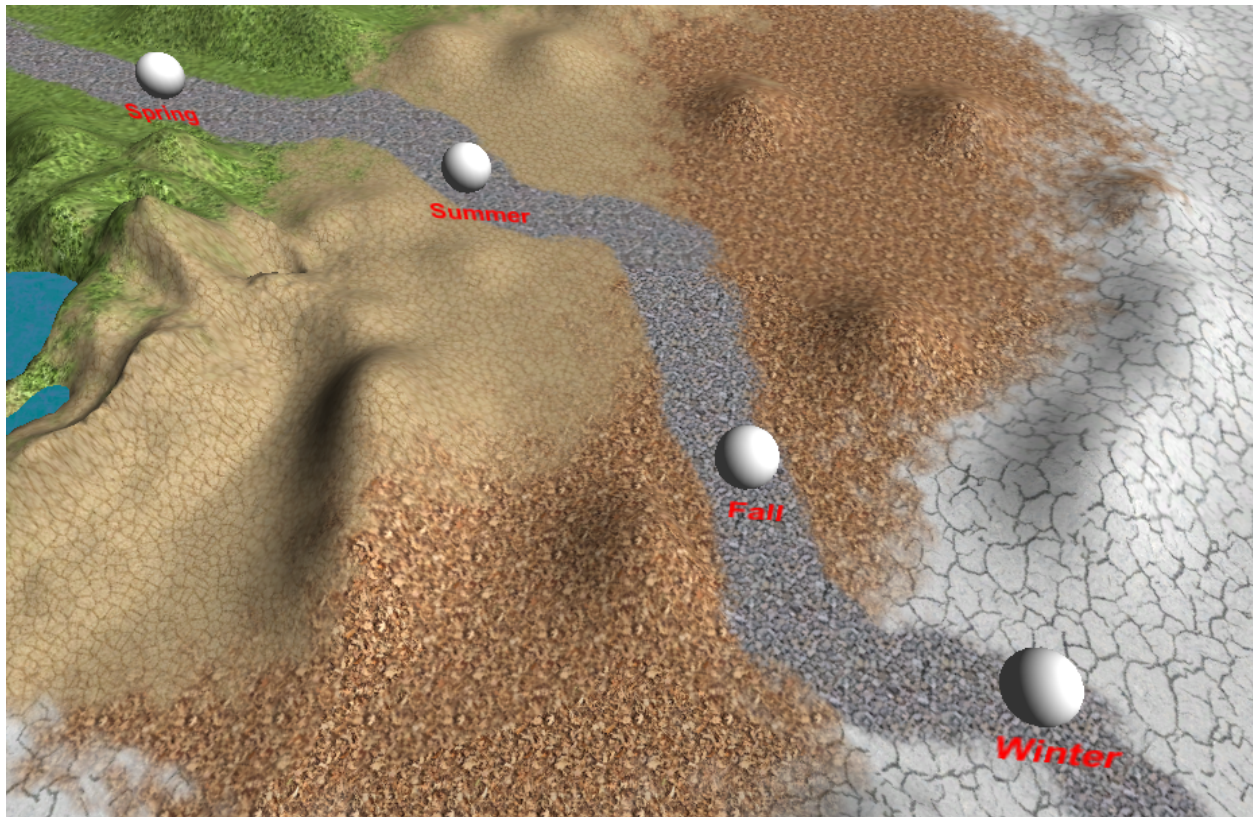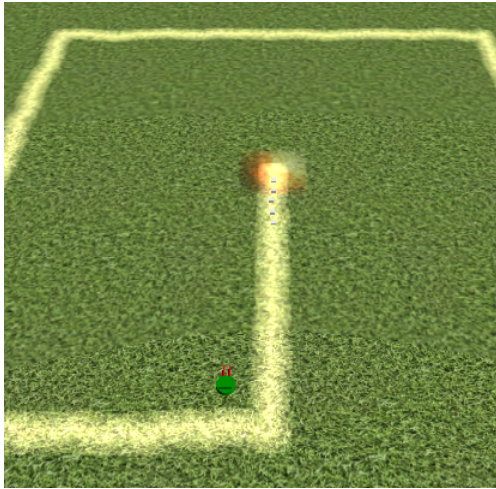

Game won

Game lost

Map Overview

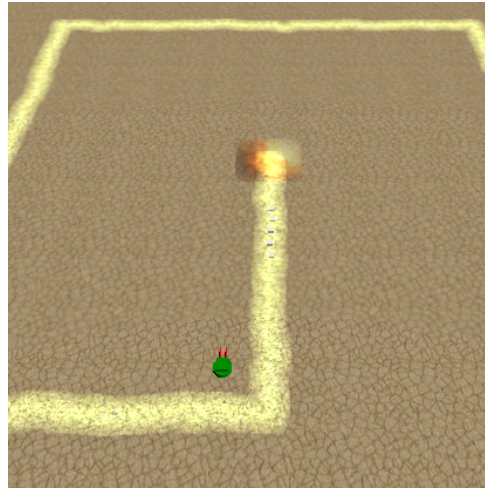There is a map overview, where the different levels can be selected.

Map overview, different level for each season

Different Seasons

Every season has a own map with different textures.
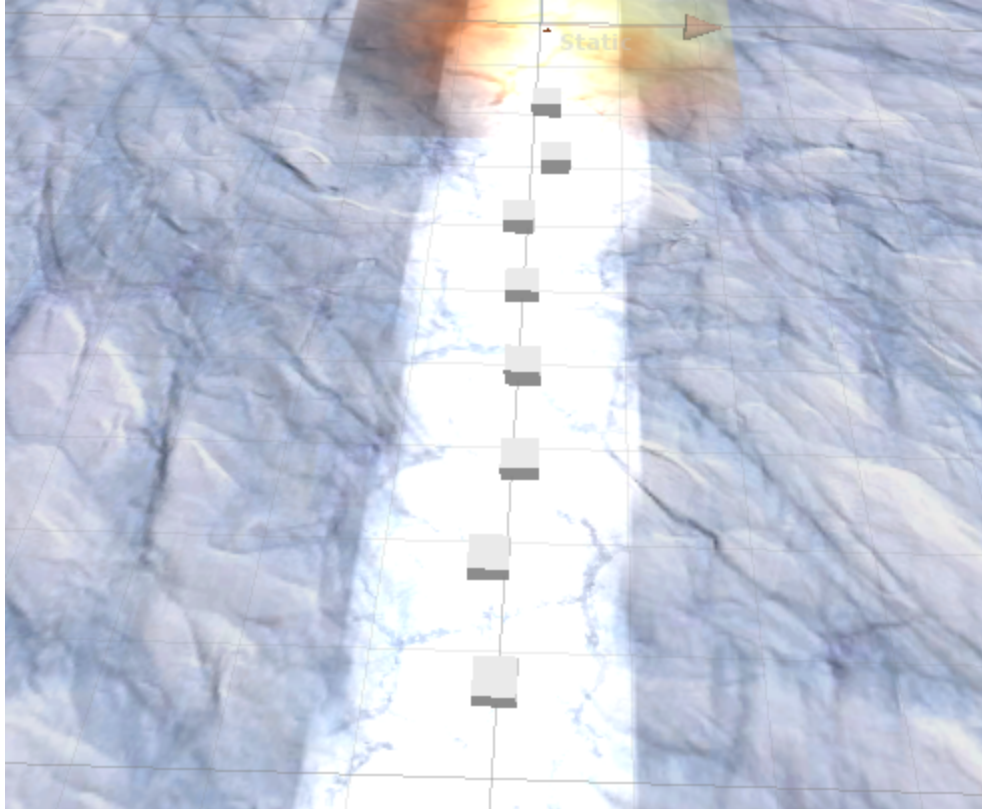

Spring

Summer

Fall

Winter

Smooth path

Instead of a smooth path with bezier curves / BSplines, a natural looking path was implemented. To achive this, some randomness was used. Additionally, the monsters don't walk straight in a line, so that it looks more natural.

Natural looking path

Growing Trees / L-System

The growing trees are now implemented. This is done by recursively adding new *GameObjects* with a branch mesh to the scene hierarchy. These objects are then rotated and scaled according to some rules. The new branches are added after the tree has grown over a certain amount of time.
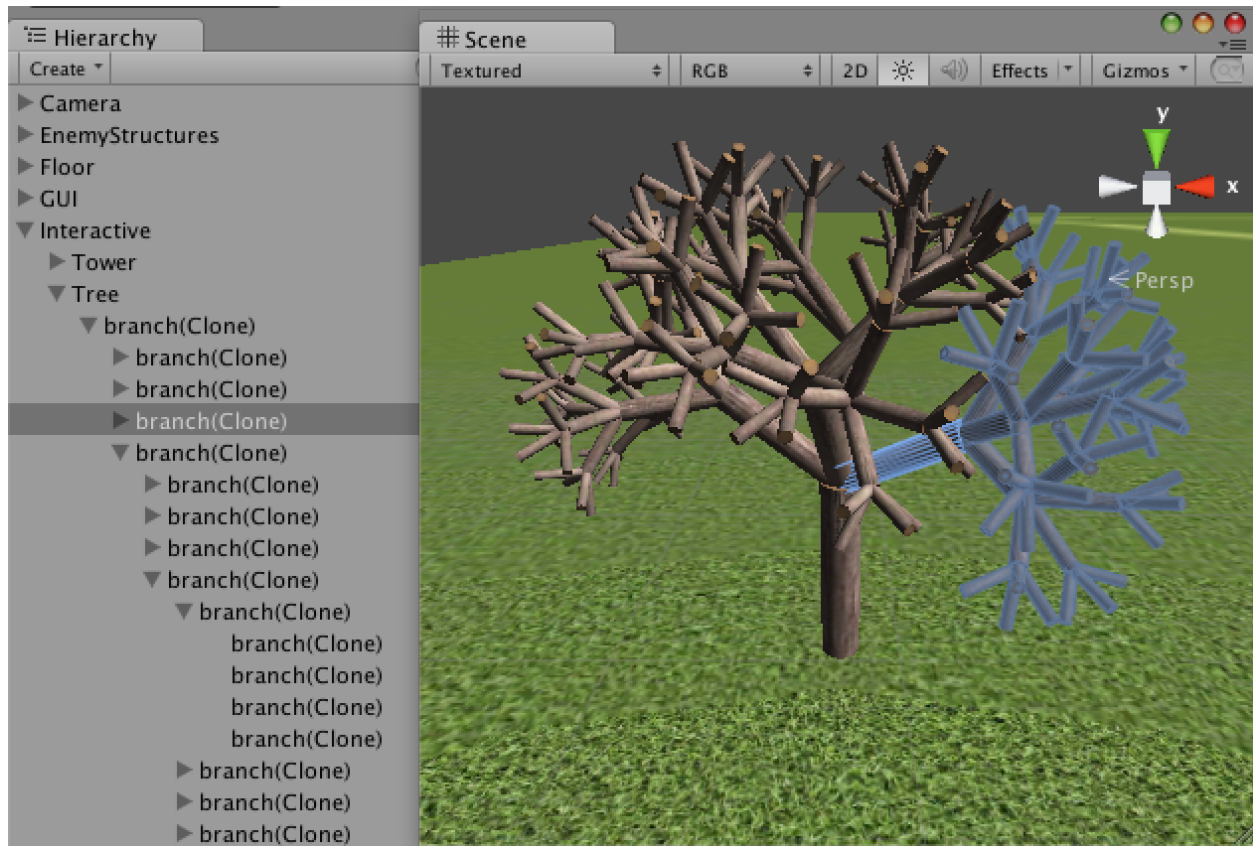
Fractal tree with scene hierarchy