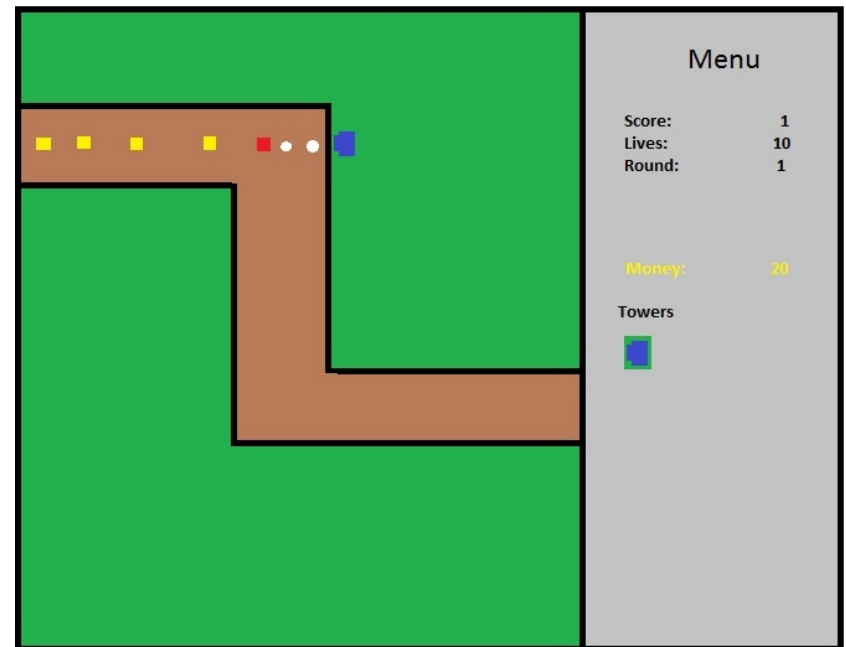


Tower Defence

**Robin Palmblad, Emma Hilmersson &
Niclas Thuning**

The Game

- game board in
VGA 640X480 @ 60Hz
- path for enemies
- build shooting towers
- shooting range
- kill enemy
- destroy base
- VGA controller
- move cursor with mouse



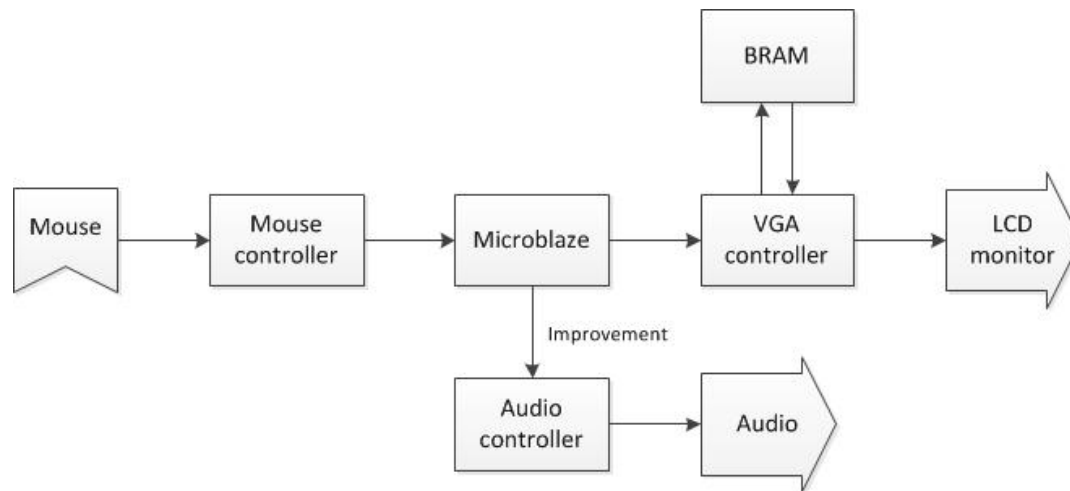
Improvements

- sound
- upgrade towers
- more towers
- moving arrows
- improved graphics



Picture from:
<http://games.softpedia.com/progScreenshots/Warcraft-3-Tower-Defence-MapPack-Screenshot-28921.html>

Implementation



Time plan

Week	Robin	Emma	Niclas
1	Planning & PP	Planning & PP	Planning & PP
2	Report, build frame	Report, build frame	Report, build frame
3	build frame	build frame	build frame
4	implement simple game frame	finish VGA controller	finish VGA controller
5	implement game	specify controller	specify controller
6	testing	start on report	testing
7	write report	write report	write report