STARFIELD CITADELS
THE TILE-BASED MULTI-PLATFORM GAME
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MAIN IDEA

• 2D
• Tower Defense Game
• Earth is destroyed
• Cultivate and build on asteroids
PROJECT GOALS

• Game Structure
• Efficiently Loaded/Rendered Graphics
• Multi-Platform Compatibility
• Space Theme
MAIN SCREEN
BUILD MENU
BUILD MENU

Build a star-dust tree?

500

BUILD

Cancel
BUILD EXAMPLES
UPGRADE MENU

Upgrade
Soldiers
Citadel

Star-Dust Tree
HP: 430
Upgrade
Cancel
BEHIND THE SCENE GRAPH
SOFTWARE & LIBRARIES

• IDE’s Used: Eclipse, Xcode
• Language Used: C++
• Cocos2d-x
• Tiled Map Editor
GAME LAYERS

- Base Layer
- Animation Layer
- HUD Layer
- UI Layer
CODE STRUCTURE

• Entity Component System
EFFICIENT GRAPHICS

• Asynchronous Caching of Graphics

• Automatic Resizing
MULTI-PLATFORM CAPABILITY

- Android and iOS
- Libraries interpret C++ into OS specific code
PROBLEMS ENCOUNTERED

- Button clicks not working
- Trouble creating labels
- Preloading of graphics
- Pinch to zoom, swipe to scroll
FUTURE IMPROVEMENTS

• Add a fighting system
• Customizable characters
• More items to build
• Character animations
SPECIAL THANKS

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QUESTIONS