Overview

An endless castle defense 2D game. Monsters are endless generated on the right side of the screen, and will move to the left side to attack our castle in waves. A certain amount of zombies get spawn in each wave and a wave will end when a the timer goes off. If the zombies of that wave survive they still remain in the next wave while the new wave of monsters get spawned. Between waves it will pause the game and bring up a menu where you can upgrade your castle with the cash the monsters drop when killed. Such upgrades can be making the castle have a larger life, more shooters to kill monsters, better shooter units, or generally upgrading the
castle’s defense stats. It will keep in track of the the number of waves you beat and the game ends when your castle finally falls.

**Controls**

Our video game’s “controls” will be Pause (space-bar on your keyboard), as well as a Point-and-click to essentially aim the units to attack the zombies trying to destroy your castle.

**Game Design Features**

- Castle life, gold, wave counter
- 2D collision detection for monsters and castle
- Shooting
- Attack units that move or have simple AI mechanism
- Okay art assets, that are totally not stolen

**Frameworks**

We can use both the *Asteroids* framework for the shooting part, as well as the *Walk* framework to utilize the movement of our zombies moving towards our castle.

**Stretch goals**

- Main Menu
- Different type of monsters
- Field wide attacks like Lighting, Earthquake
Coding Style

Example:

```java
if (hours < 24 && minutes < 60 && seconds < 60) {
    return true;
} else {
    return false;
}
```