Brief Story

Animal Frontiers sets in a bedtime storybook.
In it, the monsters have launched an attack on the animal kingdom. The Animals place down towers to defend themselves from the monsters.
As you read the story, you act as the animal kingdom and strategically place down towers to protect your kingdom.
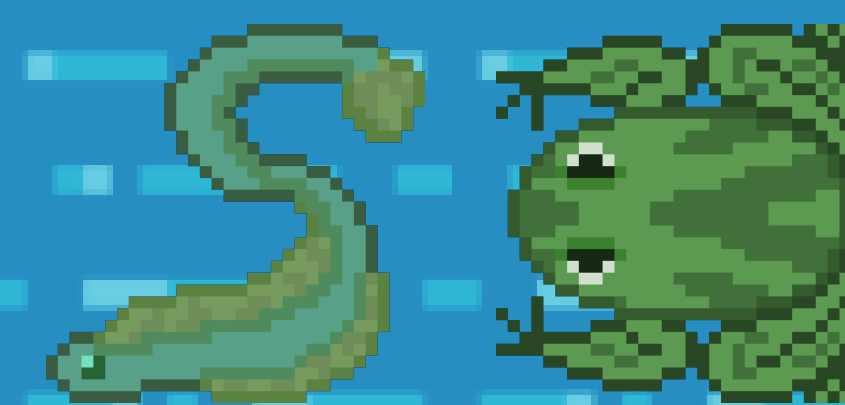
Enemies

BEWARE!

Highlight

This is a classic tower defense game with a twist!
Towers are separated into two types: water and land. Water and land towers deal different elemental damages to enemies.
Each tower has its unique attack. Strategizing tower placement allows players to advance and explore the story.

Water Towers

Do "Water" Damage.

Design philosophy

"Be Brave! Be creative! But also be realistic!"
Throughout our game development, we have encountered countless errors and problems.
During these hardships, we kept giving each other creative feedback but also remind ourselves of the goal that we set and the milestone that we want to achieve.
We are proud of our product and we did it by following our code of conduct.

Developers' notes

Kantaphat:
Code like there is no tomorrow!

Junyao:
A month of game development comes with lots of surprises.

Yiming:
Codes should not be multiplied unnecessarily!

Leyan:
Be Creative! Be brave!

Animal Frontiers
Build to Survive!

Land Towers

Do "Land" Damage.

STUCKY DUCK
JOINT INSTITUTE
交大密西根学院
UNIVERSITY OF MICHIGAN