

So... You want to play Doodle Defense: A pamphlet on playing tower defense games on your whiteboard by Andy Wallace

Well, this guide can help. But first a quick disclaimer: This is a very rough version of the game. There is a lot of work left to do both in terms of game play and getting the color tracking really spot on. Because of this, the game requires some degree of supervision, and may need to be re-calibrated several times during play. Also, since it is an early version of the game, **please do not distribute it**. This is just a hint of what the game will be, and I'd hate for this to become the version that is widely played.

This version of the game is just meant as a treat for all the awesome people who donated on Kickstarter. If you are one of those people, thanks and have fun! If you aren't, somebody messed up.

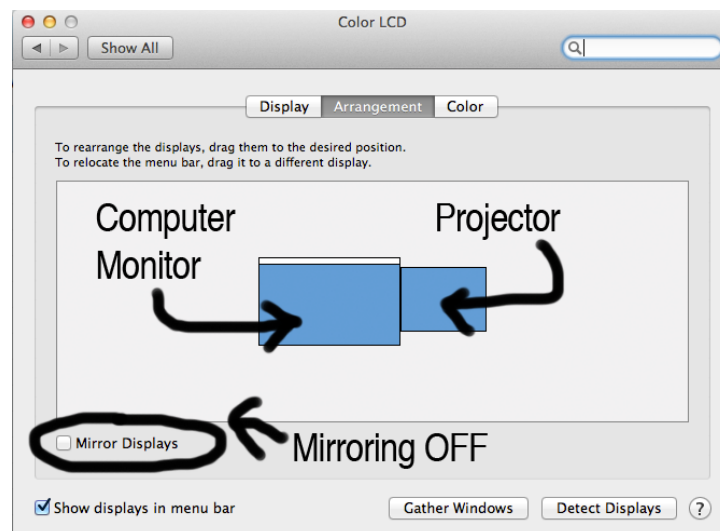
What you need to run this game:

- A Mac
- a projector
- a standard Kinect
- a whiteboard and some dry erase markers.

A dark room is also a good idea, because the more the light levels fluctuate, the more frequently you'll need to adjust the color settings.

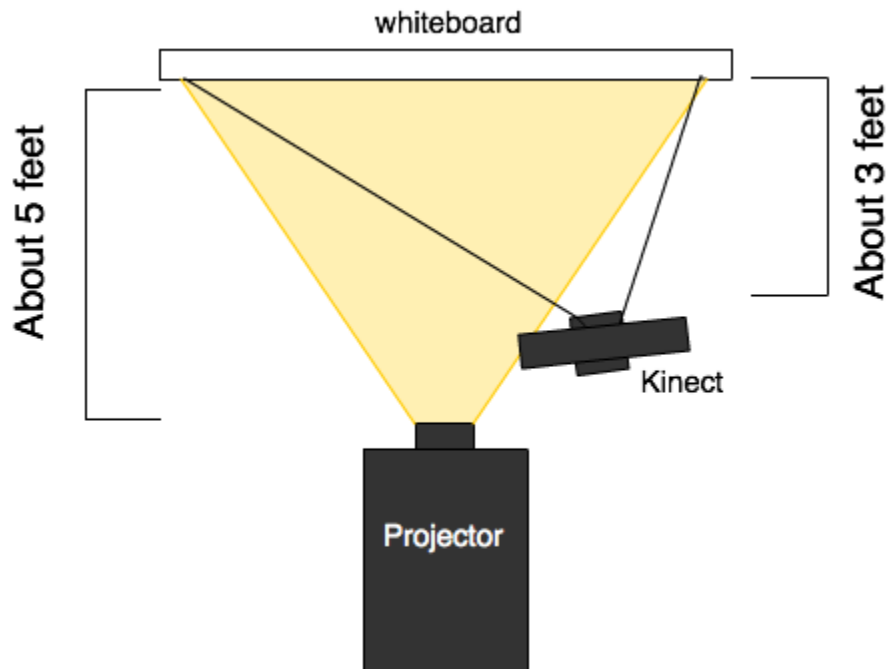
Setting up:

Plug the Kinect into a USB port on the computer, and plug in the projector as a second monitor (do not mirror the display). You will need the computer/laptop monitor for calibration. Although the game was designed in a fairly high resolution (1680 X 1050), the calibration should scale to any monitor. Drop me an email if it isn't displaying.



The game does require some space. The exact space depends a lot on how big your whiteboard is and the resolution/minimum distance of your projector. I usually have the projector about 5 or 6 feet away from the whiteboard so that the projection takes up the whole board

with very little bleed on the edges. Again, your setup in this regard will likely depend on your projector.



Try to keep the Kinect as close as possible to the board for better accuracy. When you're calibrating the game, you'll be able to see what the Kinect sees so you can place the Kinect so it can see the whole board. The Kinect can't "see" things that are closer than 2 feet to it, so make sure it is at least that far from the board. It can be on an angle from the board and does not have to be right in line with the projector. The game will account for any distortion caused by placing it at an angle. I highly recommend taping the Kinect down so that you don't need to realign it if it gets bumped.

The in game calibration should walk you through the steps of getting the game ready. This usually only take about a minute. Each step of the game calibration will be saved automatically, so it will be the same between sessions.

So How Do I Even Play This Dang Game?

Doodle Defense is a tower defense game, so if you are familiar with the genre, you have a pretty good sense of how the game will work. Invaders spawn on the left (and the top, after a few levels) and move to the right. If they reach the exit on the right or bottom, you will lose health. Lose all of your health and it's game over.

You can draw walls in black to create a maze that they must move through. This will slow them down by forcing them to take a longer path to the exit.

Invaders can be killed by being shot by towers you draw. Towers are circles you draw in red, blue, or green, each of which have special powers.

Red - Standard Tower. Normal damage and a fast rate of fire.

Blue - Freezing Tower. Invaders hit by this tower will move more slowly for period of time.

Green - Bomb Tower. Slow rate of fire, but does massive damage and hurts any nearby invaders as well. The bigger the tower, the more damage it will do.

The larger the circle drawn for a tower, the larger its range. But drawing walls and towers costs ink. The exact costs for each colors can be seen in the lower left of the game. The bigger the drawing, the more ink it costs. Killing invaders gives you more ink to use.

The game will pause if you've used more ink than you have available. If this happens, you must erase some of what you've drawn. The game will wait for you to do so.

Likewise, If there is no path to the exit for the invaders, the game will pause and wait for you to erase until there is a path. The area explored by the invader when searching for a path will be highlighted in pink; this may help you find where the bottleneck is.

Some Tips For Playing:

- Doodle Defense likes thick lines. The thicker your line when drawing walls, the more sure you can be that the game will pick it up. You can set the sensitivity, but thick lines are always better lines.

- Pretend this is the SATs and fill your circles in completely. The less white space in your towers, the more readable they will be to the game.

- Sometimes there is a shadow on screen when it takes an image of the board. If the game suddenly pauses because there is no path when there totally is, try just pressing space to take a new picture.

Thanks for donating!

Feel free to email me at andy@andymakes.com with any questions or suggestions. And don't worry PC users, once the game is more finalized, I will start working on a Windows version.