

Official Ranking

AppGameKit Community Competition [Tower Defense]

Listed in Ranked Order with Closing Comments below

First Place Prize Winner

Conquistadors by Dark_geo | <https://geogames.itch.io/conquistadors>



Seemingly flawless offering with well-crafted custom media showcasing AppGameKit's 3D capabilities and the developer's attention to detail across the board.

Players defend their flag from well-balanced waves of enemies on a battlefield that expands as the game progresses. A completely enjoyable experience!

Second Place Prize Winner

Janbo's TowerDefense by Janbo | <https://npgames.itch.io/janbos-towerdefense>



Straightforward, highly replay-able top-down Tower Defense featuring randomly generated maps, smart enemy pathing and clear gameplay allowing the player to develop and change strategies as the game progresses while competing for online ranking.

Bonus Developer Insight: <https://forum.thegamecreators.com/thread/228233>

Third Place Prize Winner

Toweriors by Wizzkid | <https://ashh640.itch.io/toweriors>



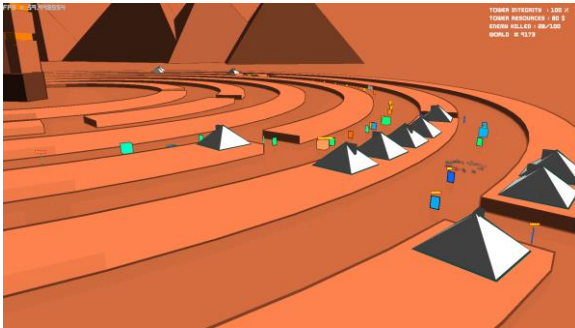
Classic Tower Defense featuring fine CraftPix.net artwork, well-executed gameplay and balance over many waves of enemies and a handful of fitting backdrops along with a great soundtrack.

Island Attack by Hosch | <https://lunar-wire.itch.io/island-attack>



Enjoyable, engaging hybrid PvZ-type Tower Defense featuring turn-based gameplay & strategic placement of defenses acquired through the Memory-Match sub-game over an explorable island setting.

Obedisk by theblackbones | <https://theblackbones.itch.io/obedisk>



Elegant Tower Defense set in an alluring 3D environment featuring a unique concept in player-rotated rings that form the battlefield and an integral facet of strategic consideration.

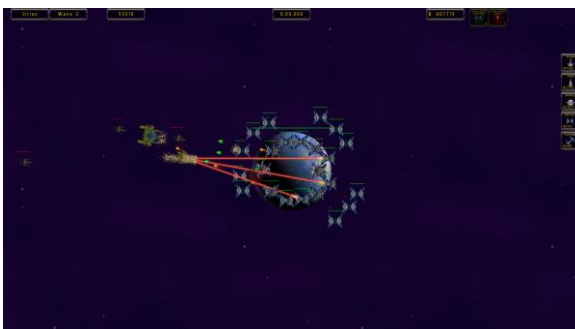
Matrix Defense by cybernaut | <https://cybernaut6510.itch.io/matrix-defense>



High-energy Tower Defense featuring play-affecting Shockwaves requiring additional strategy beyond the standard.

With explosive visuals and gameplay, focus to maintain stability is the primary challenge here.

DefCon by MadBit | <https://madbit.itch.io/defcon-safe-our-colonies>



Defend your colonies from invading forces sent forth from alien motherships in a near-space battlefield featuring stellar effects and clean gameplay written in his own AGK Sharp:

http://madbit.bplaced.com/?page_id=136

Desert of Gold by DewarInversion | <https://dewarinversion.itch.io/desert-of-gold>



Great story-driven saga in the sands featuring resource gathering, research of alien technologies, intriguing enemies and a dialogue system to drive progress.

All media elements of DoG also showcase some of the developer's skills beyond programming.

Bonus: Making of Desert of Gold

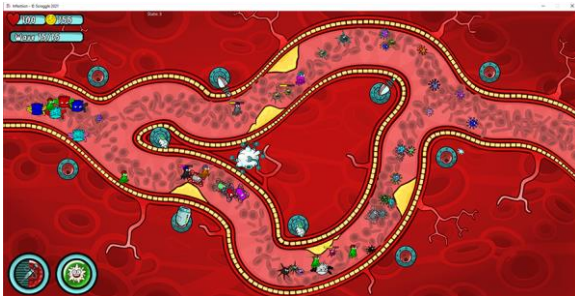
<https://forum.thegamecreators.com/thread/228265>

Tower of Two by GadiusGames | <https://gadiusgames.itch.io/toweroftwo>



Classic TD with an 80's arcade vibe featuring CraftPix.net artwork, Gunship back-up, some nice polish and play, an interesting DevMode console (be sure to read the manual) and lots of potential.

Infection by Scraggle (**non-Competing entry**) | <https://scraggle.itch.io/infection>



Classic TD updated for our current time featuring amazing artwork by Robert Brooks of GameDeveloperStudio.com & clever usage of AGK's 2D Physics system.

Considered a prototype for commercial release anticipated later this year.

AGK Newcomer Entries:

Encouragement Award Winner

Egypt vs Zombies by Game_Code_here

<https://game-code-here.itch.io/egypt-versus-zombies>



Whimsical, light PvZ-type oozing with the developer's enthusiasm to provide fun for players while learning all that AppGameKit has to offer in the process. EvZ features great CraftPix graphics and hilarious in-game dialogue delivered through GCH's "Avatar" system.

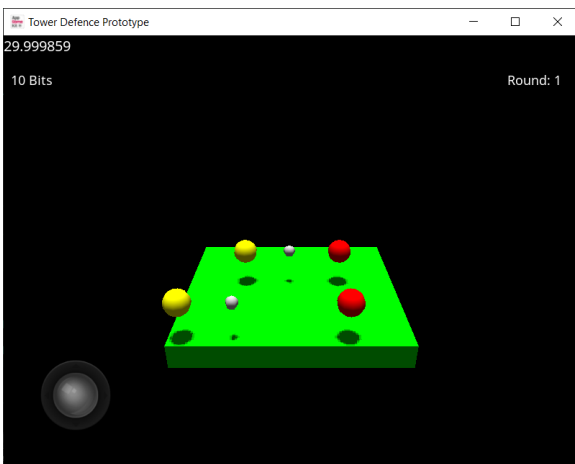
Broken Blood by Wizard Ranch | <https://lion-in-a-box-games.itch.io/broken-blood>



Early-development offering of a traditional Tower Defence game from another AGK Newcomer who surfaced during the [TD] Competition featuring a well-narrated introduction & well-applied graphics by CraftPix.net

TD Prototype by Olde Worlde Illusions

<https://olde-worlde-illusions.itch.io/tower-defense-prototype>



A Newcomer's venture into the 3D Command Set of AppGameKit offering a PvZ-type prototype with some of the basic [TD] elements included and a playable HTML version to boot.

First, on behalf of the TGC MODS, a sincere **Thank You** to all participants regardless of whether or not they were able to submit an Entry including those who sent their desire to participate but couldn't, provided prototype work or ideas, and their well-wishes for the Competition's success.

And it was more than that; beyond "success", surpassing my own expectations while witnessing the Community's support, motivation and inspiration for one another, directly or otherwise, over these past many weeks.

I saw fortitude and conviction and desire to make smile those who might come across your works, and it was a pleasure to be a part of from my unique perspective as an organizer and a "judge" which, knowing the effort and energy offered, I humbly endeavored to execute fairly.

To the Sponsors of this Event:



...we thank you for your support in providing the means for us to share our creativity with yours.

Finally, my hope that you are all proud of what you've accomplished, have learned something new along the way, and are prepared to continue sharing, supporting and inspiring others as this Community has for decades, now.

