Sprint 1

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Enemy AI

- attacking

- walking

Place Unit

Sprint 2

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when holding middle the player gets more points quicker

GameManager (when timer reaches 0 sends units to platform infront of there formaiton)

Move Screen with mouse

Select different units and place them

Sprint 3

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Money (increase over time)

Tower (1st base 2nd base)

Grid Placement

Unit price (deduct money when unit is placed)

Sprint 4

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3 lanes

objectives