1. **Modes**

* In the start of the game it asks you to load the input file and it doesn’t response any order unless the load or the exit modes
* Then when you end the game it ask you if you want to start again or no , and there is an icon called [new] to start the a new game
* During the game you can exit the game and the output file will be created

**2.Bonus**

* **Hidden enemy**: This enemy hide and appears every five timestep and it can attack the tower during its hiding but the tower can’t attack it
* **Suicidal Bomber**: This enemy doesn’t attack the tower unless arrives to it , then bomb with higher firepower
* **Speed**: it is a variable value you who determine it for every enemy, if you make it 5 the enemy will go 5 steps in every timestep.
* **Sound**: when you start the game the sound of the fight will be run 😊
* **Unpaved area**: when you start the game the unpaved area will be drawn and when the paver reach for this area, it start to be smaller until all this area be paved area