# Game Concept

Theme : Kemajuan Teknologi

SDGS : 4, 8, 9, 11

Concept :

Tower Defence game where the technology your towers and the enemies use get more advanced the longer you play. The goal is to defeat the enemies, which appear in rounds that get progressively more difficult before they enter your base and survive a specific number of rounds.

The player gains a resource named research points after clearing certain specific rounds which they can use in a technology research tree. The research tree allows access to upgrades for your current towers or newer, more technologically advanced towers.