Monkey’s Ship

Note :

[…] : optional

# Map of Monkey’s ship

**MotherShip**

**House**: if Aliens enters Monkey’s house, you are defeated

**ModuleHolder**:

**Module (0,0)** : (0,0) is relative coordinate of Module relative to MotherShip

**Block**: if there isn’t a block, the gameObject ‘Block’ stays inactive

**[Tower]** : if Player places a Tower in corresponding Block, a new gameObject is created and become child of Block

**Cell:** UI, instruction for Players to place block

**Module (0,1)**

…..

**Module (5,5)**

## MotherShip