Tower Defense Feature List

Player Class - Josh

* Money

Pathfinding - Josh

* Starts at start of level
* Series of nodes monsters go between, smoothed for roughly const. velocity

Path End - Josh

* Player loses life if enemy reaches here

Towers - Bradley

* Targeting - select enemy to attack
* Aiming - change tower rotation dependant on target

Projectiles - Josh

* Projectile Status Effects
* Speed
* Damage
* Range

Enemies - Bradley

* HP
* Taking Damage
* Death

Wave Generator - Josh

* Randomly generated waves?
* Prebuilt waves?

User Interface - Bradley

* Thing the user sees.

Random junk if we have time

Modified cattle prod

Special attacks/effects