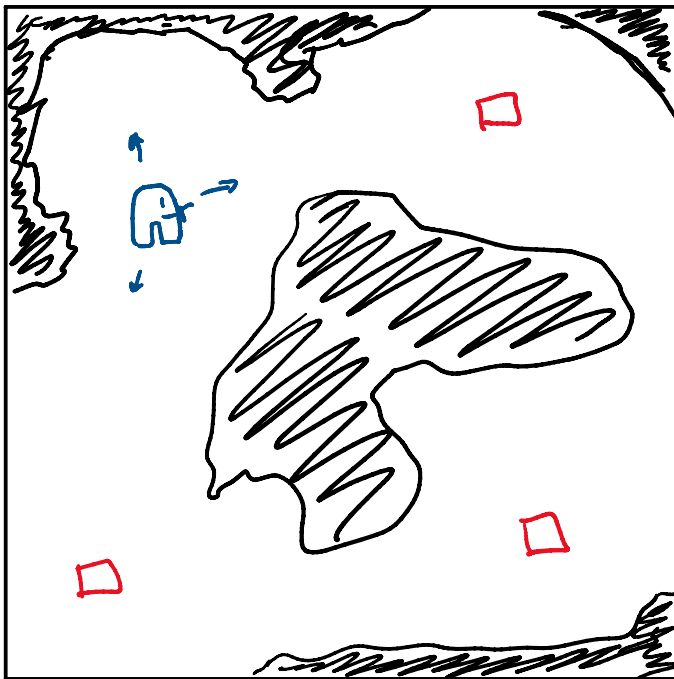


Story Board

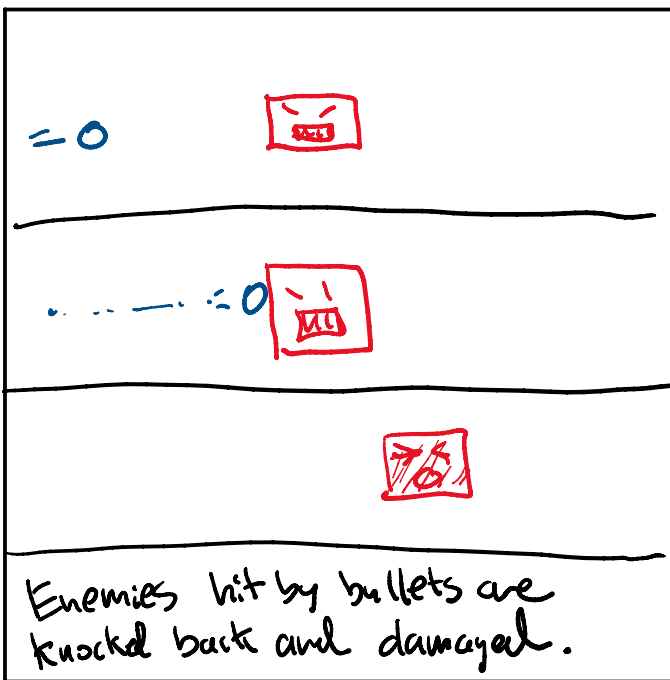
Saturday, April 16, 2022

7:20 PM

Moves based on user input















Projectiles kill enemies.
User input is *mouse* click



ROUND:

Round counter in game, located at top of screen

Round 1	 x 1	 x 1		
Round 10	 x 15	 x 5	 x 1	
Round 50	 x 40	 x 20	 x 5	
Round 100	 x 100	 x 10	 x 20	 x 1

Rounds increase in difficulty by increasing enemies, changing obstacles different enemies ...



Maps regenerate and change every 10 rounds (Subject to change)