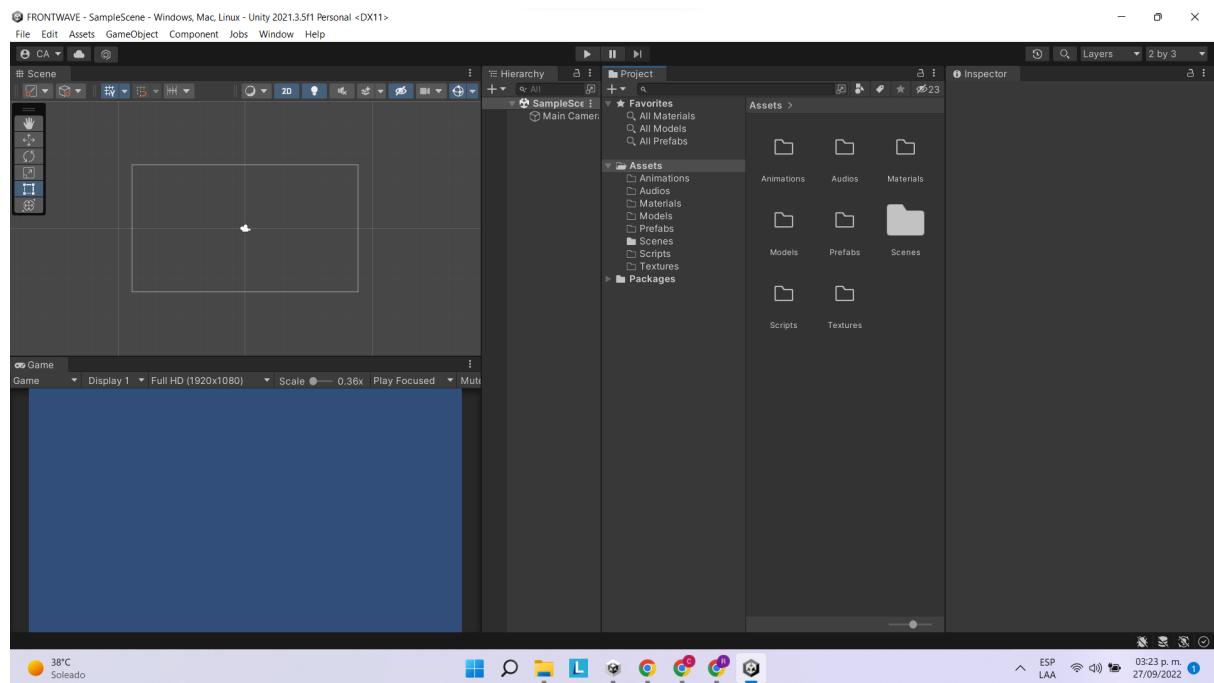
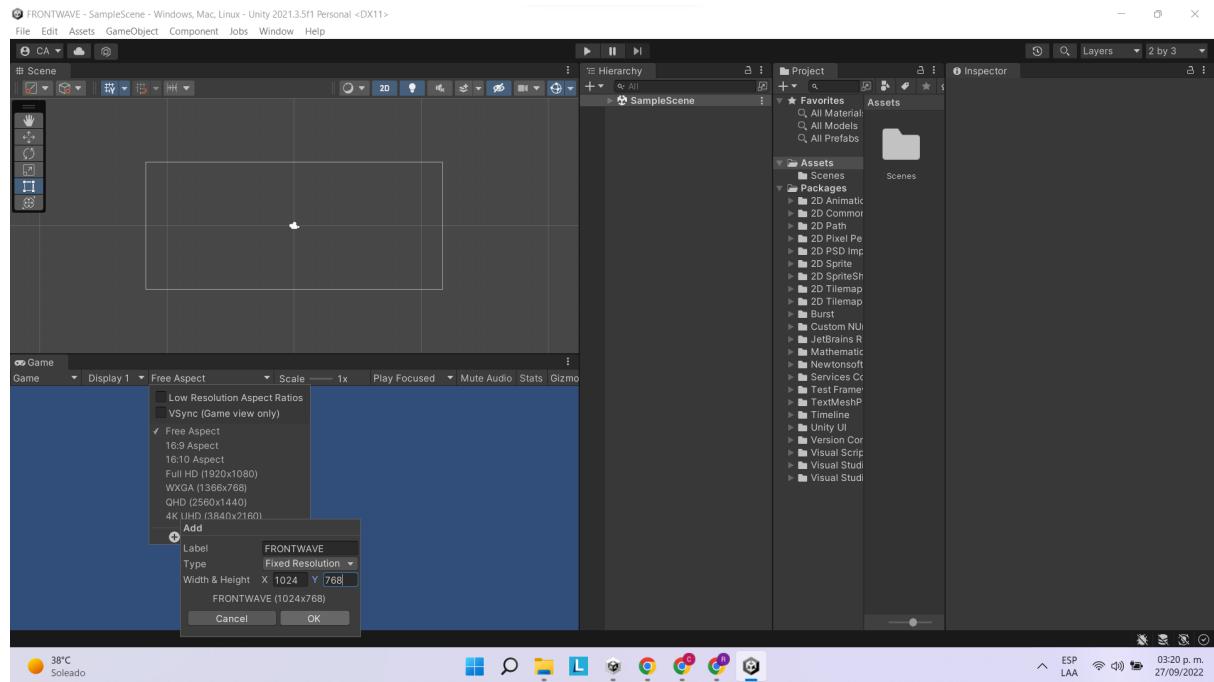
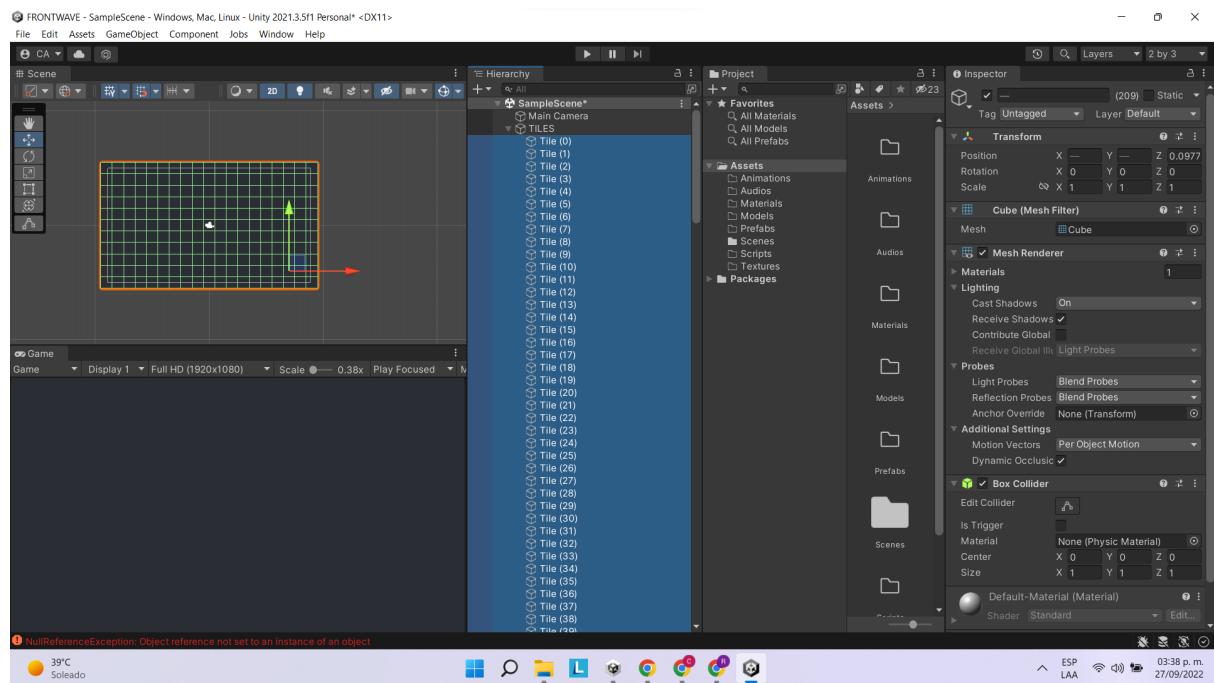
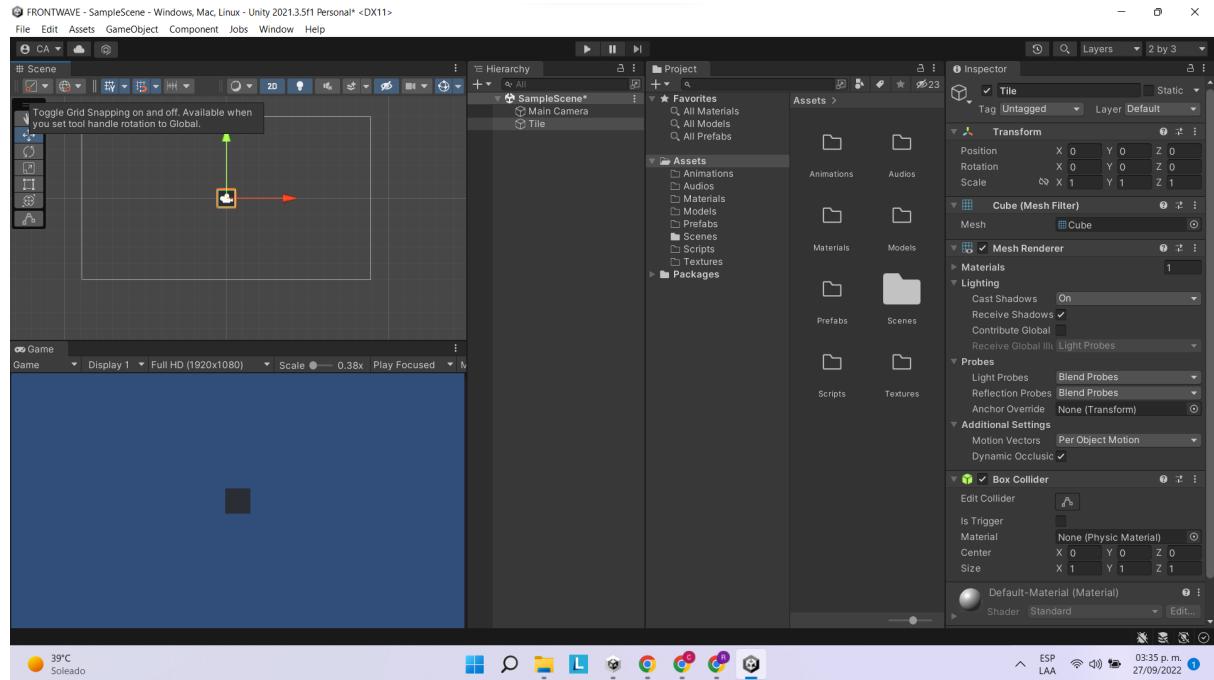
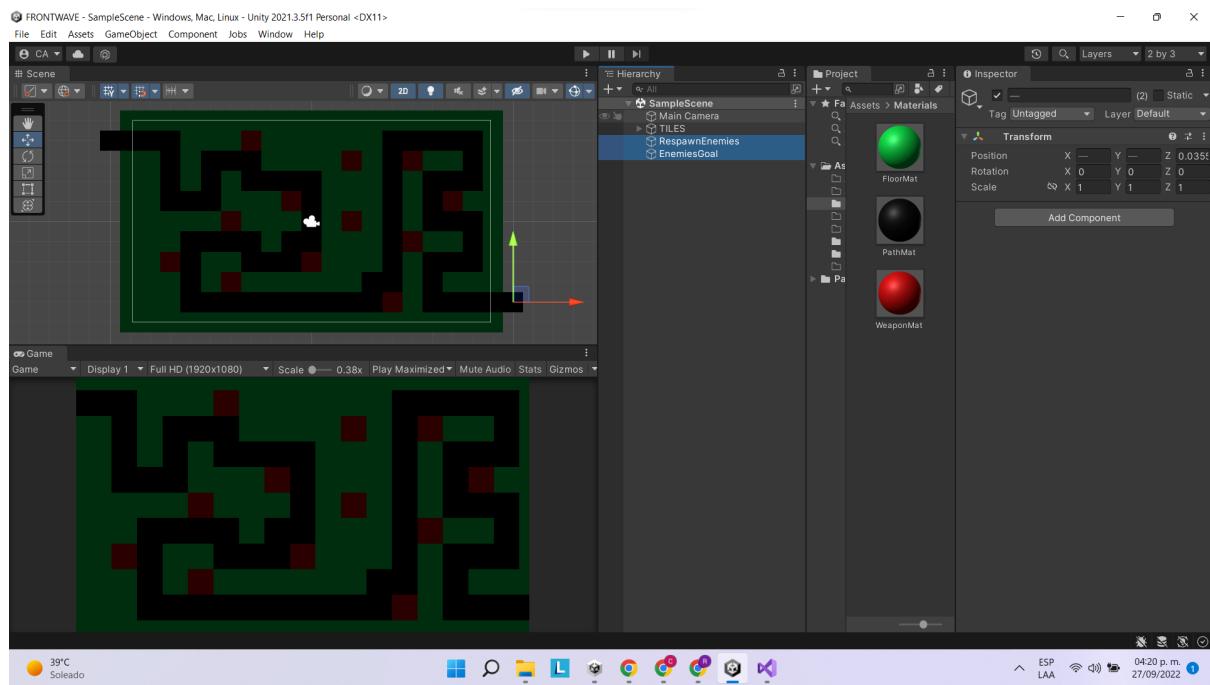
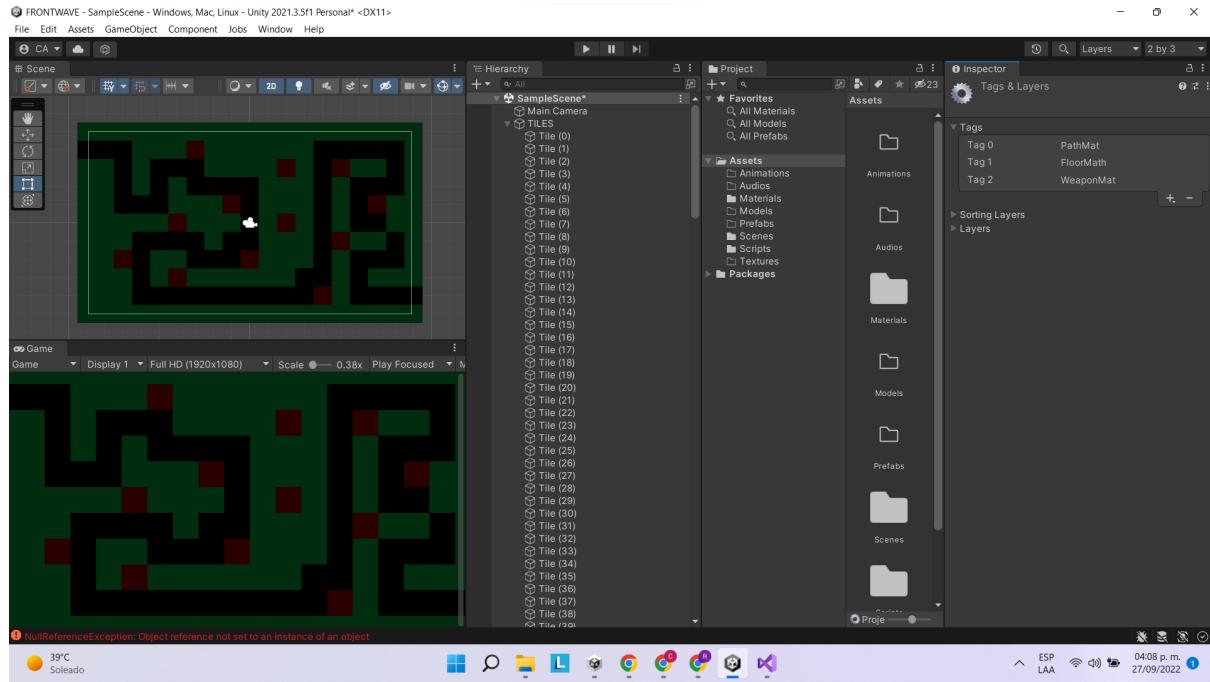


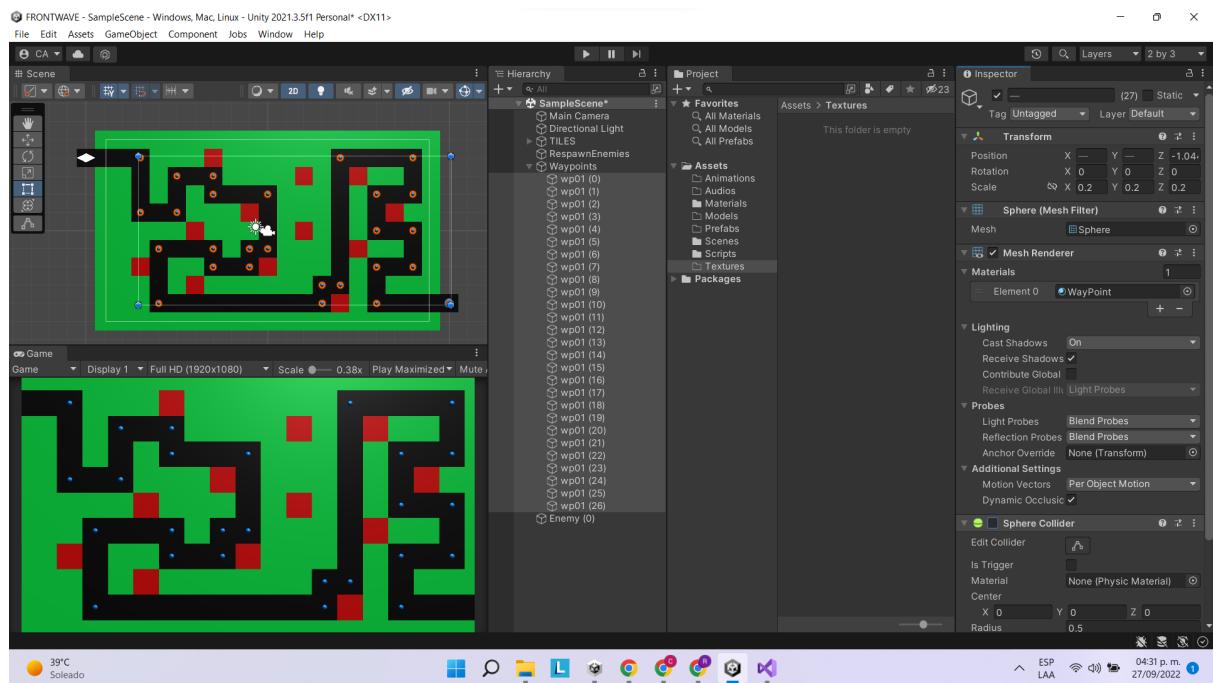
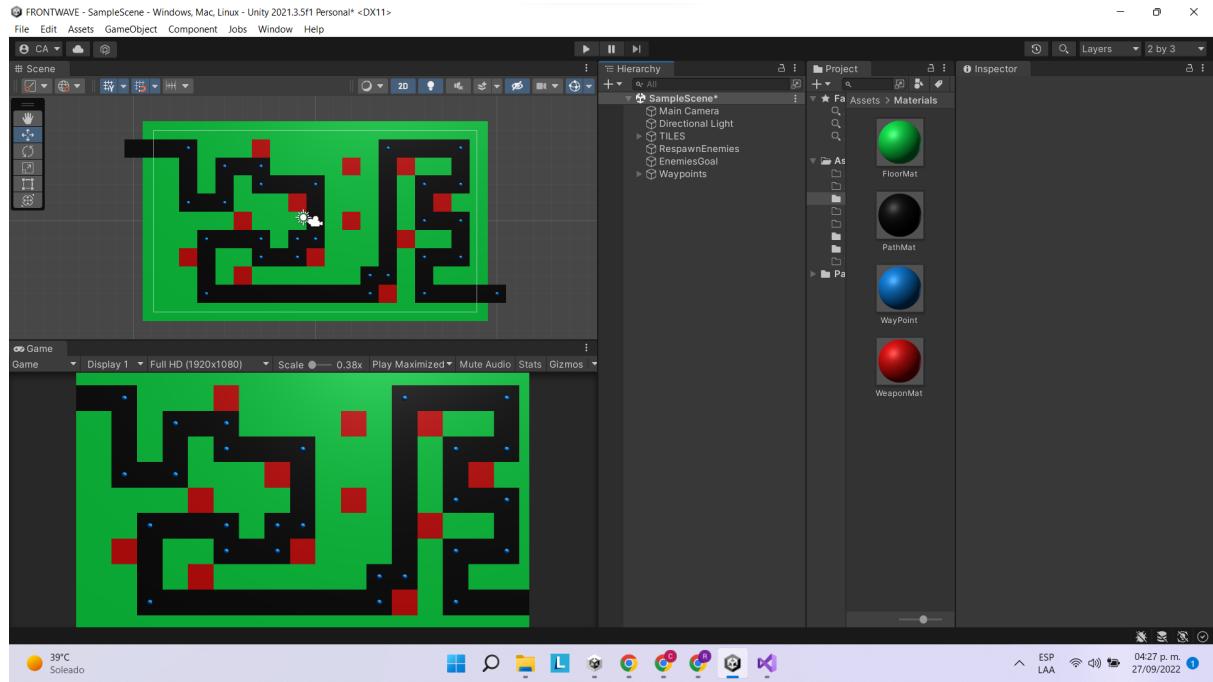
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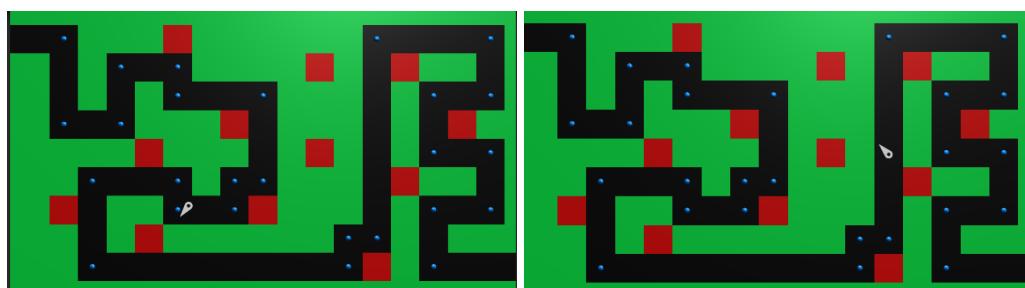
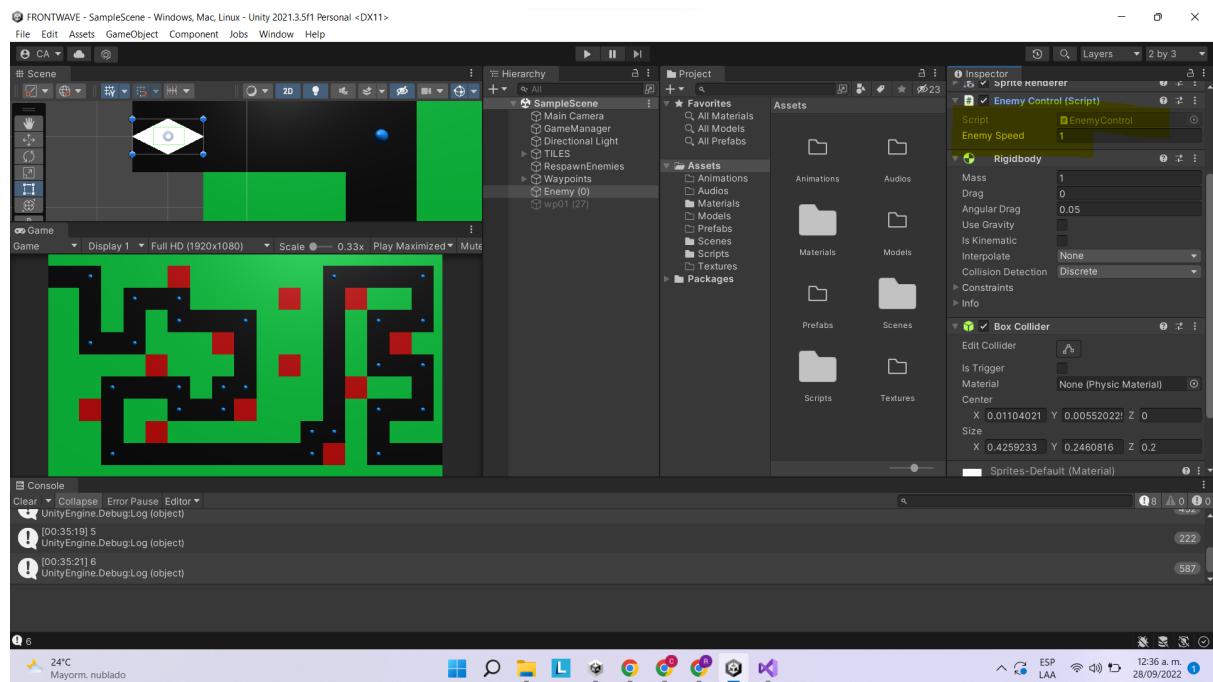
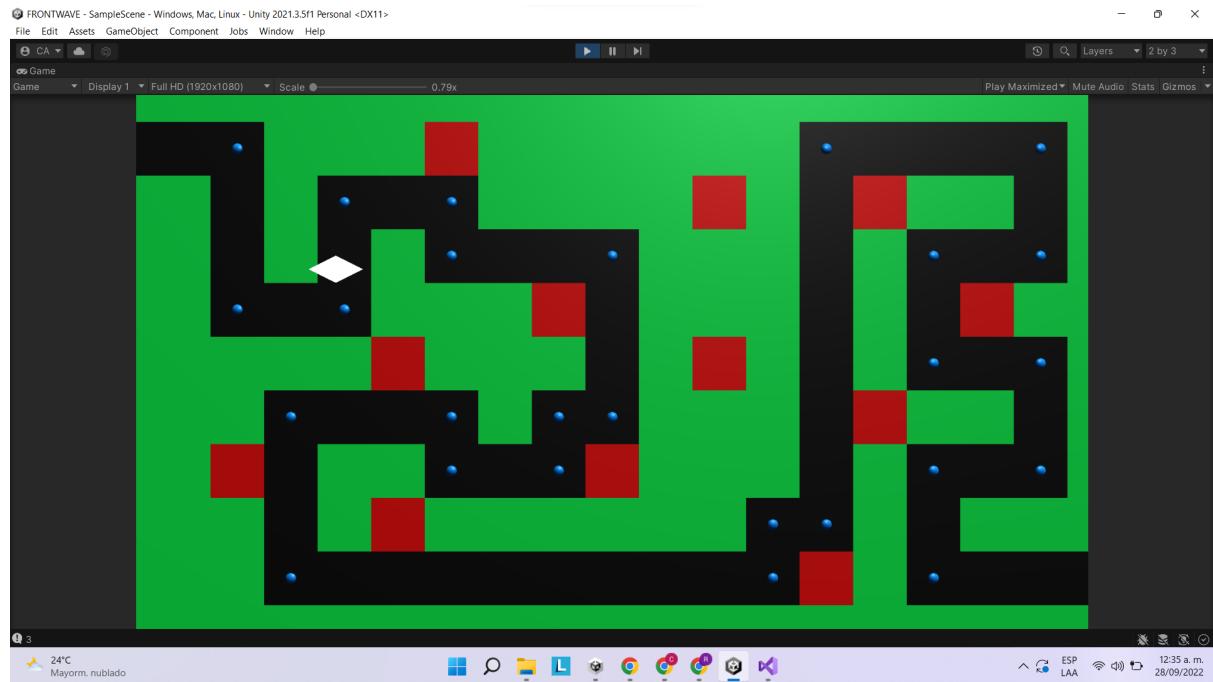
## TILING

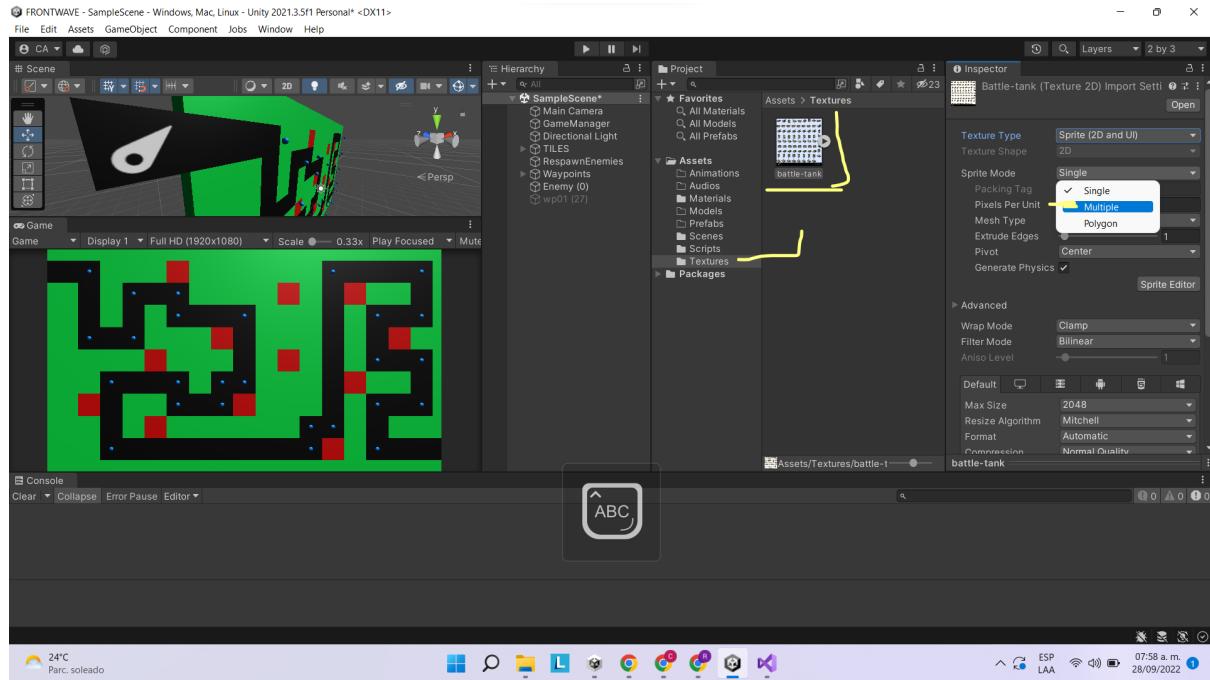




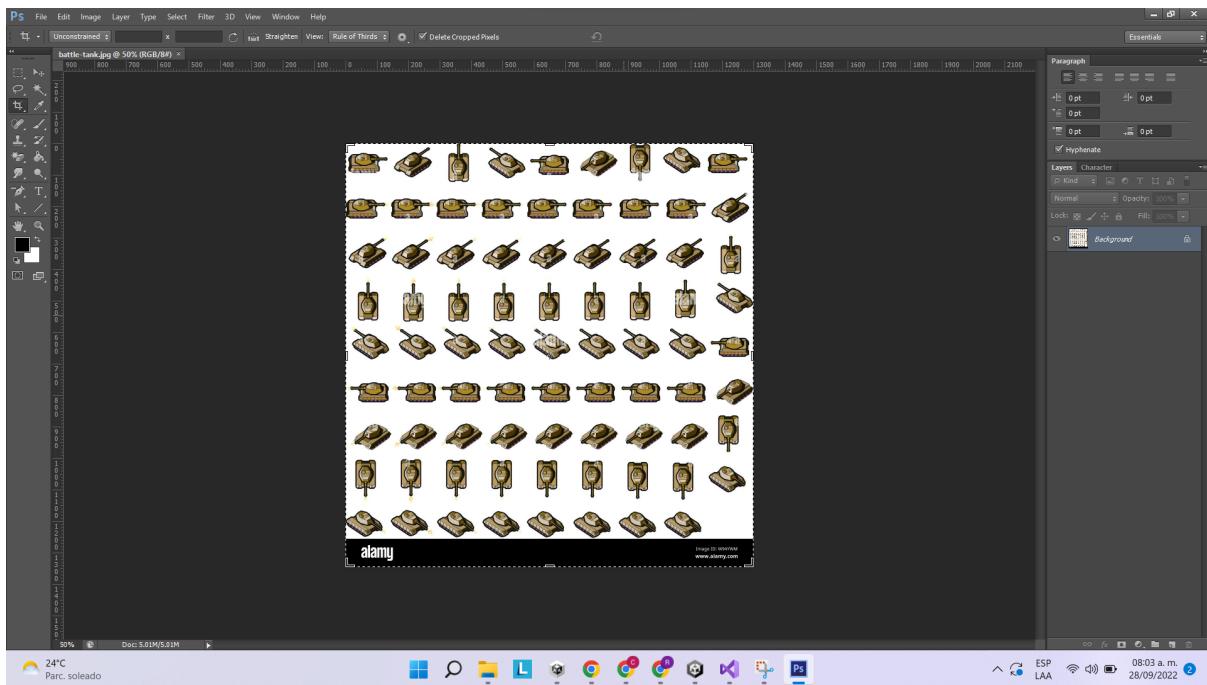


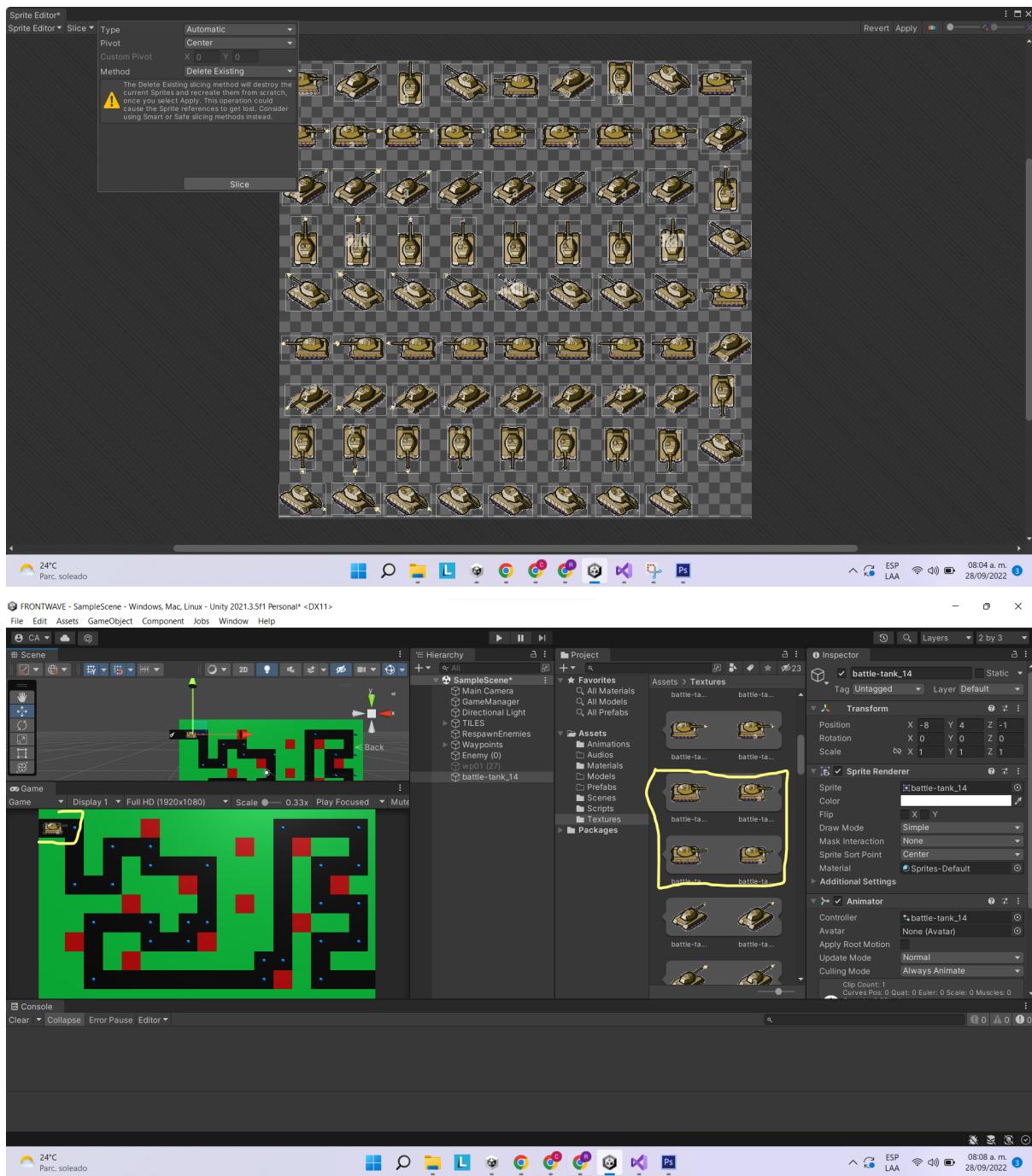
## WAYPOINT SYSTEM



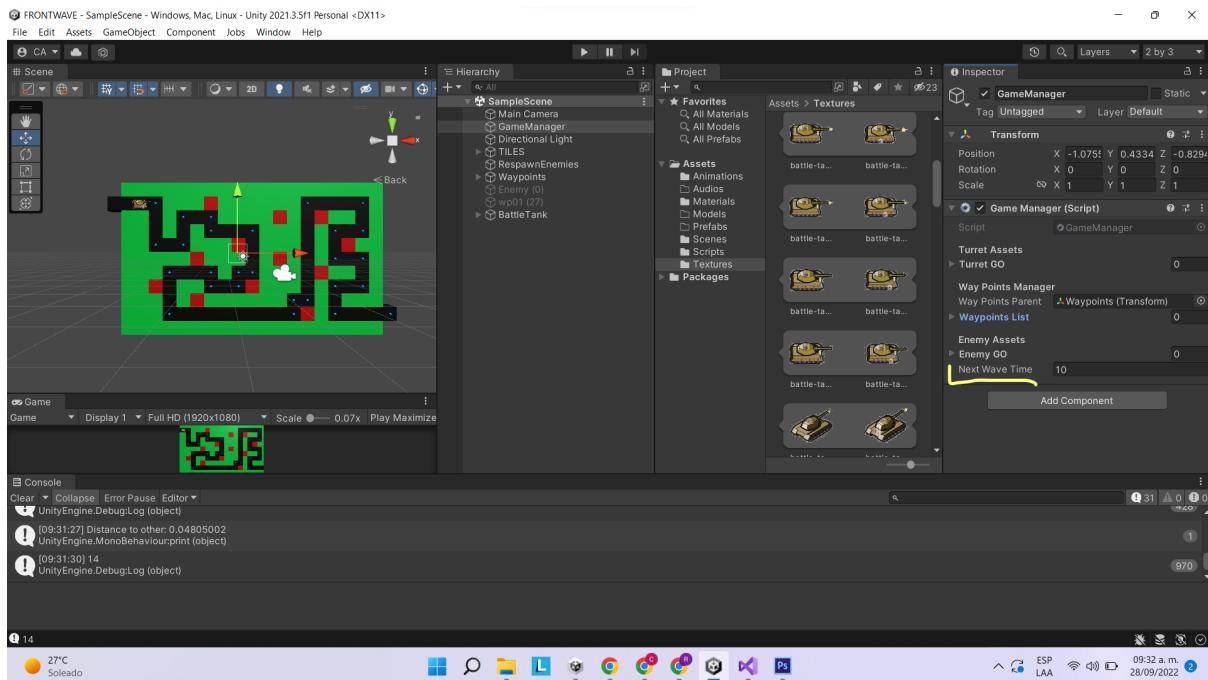


## ASSETS

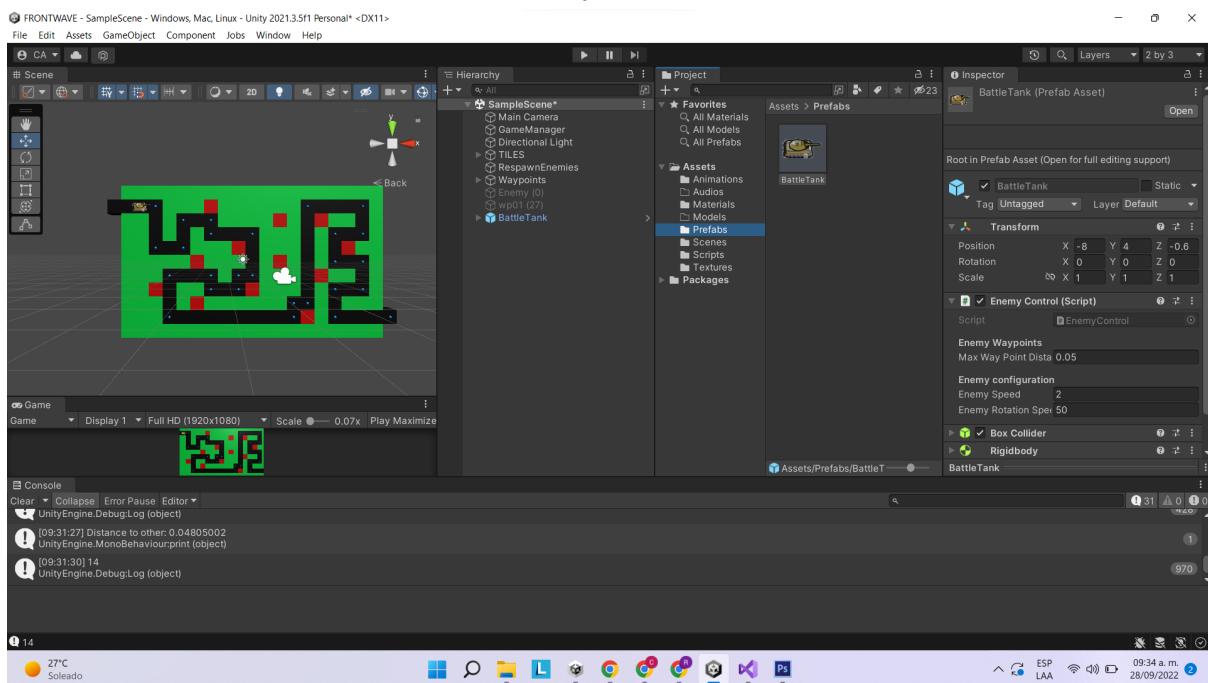




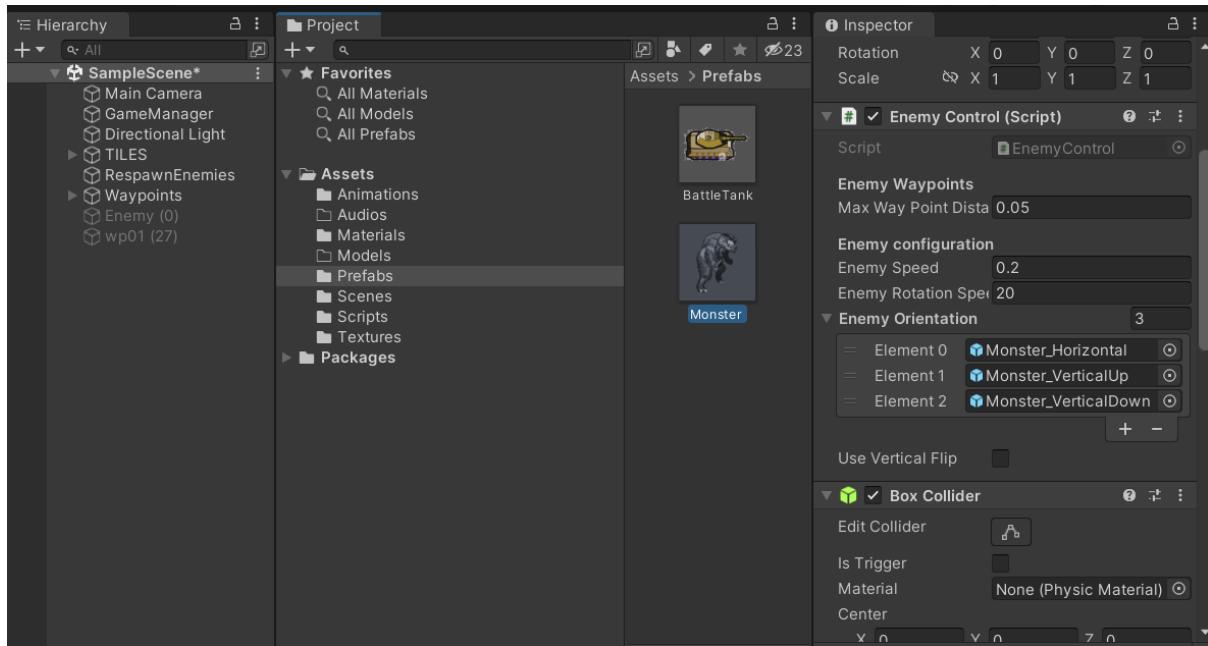
## New Wave



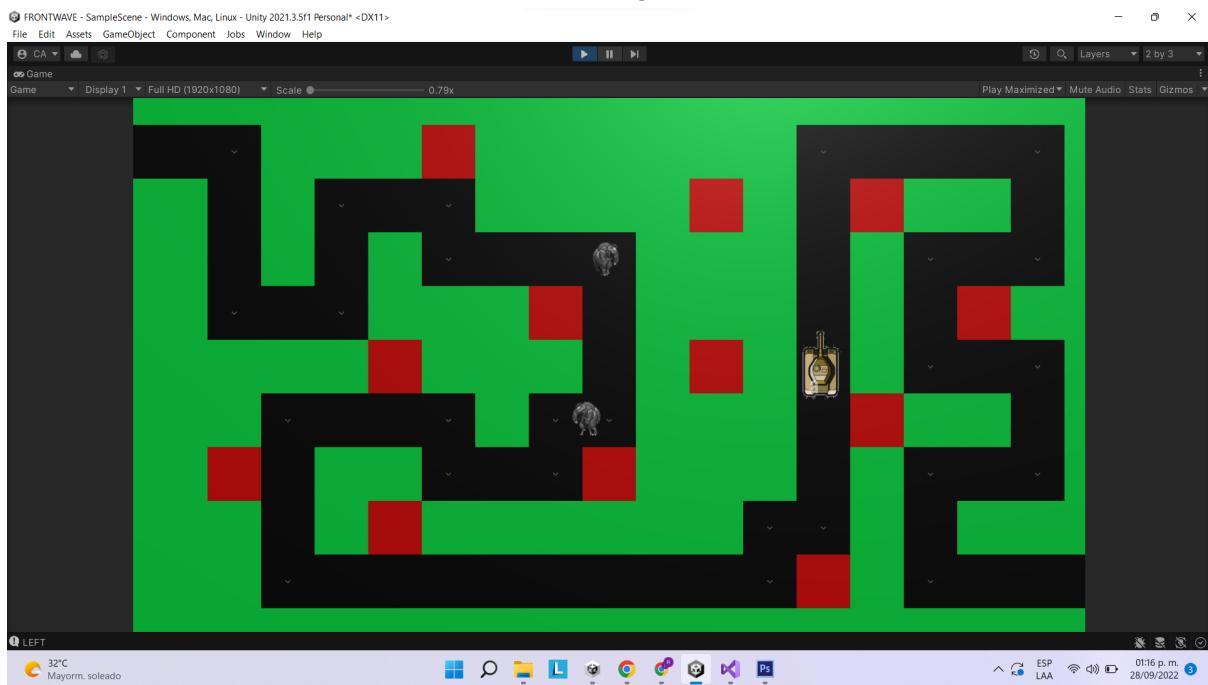
## Enemy Prefabs



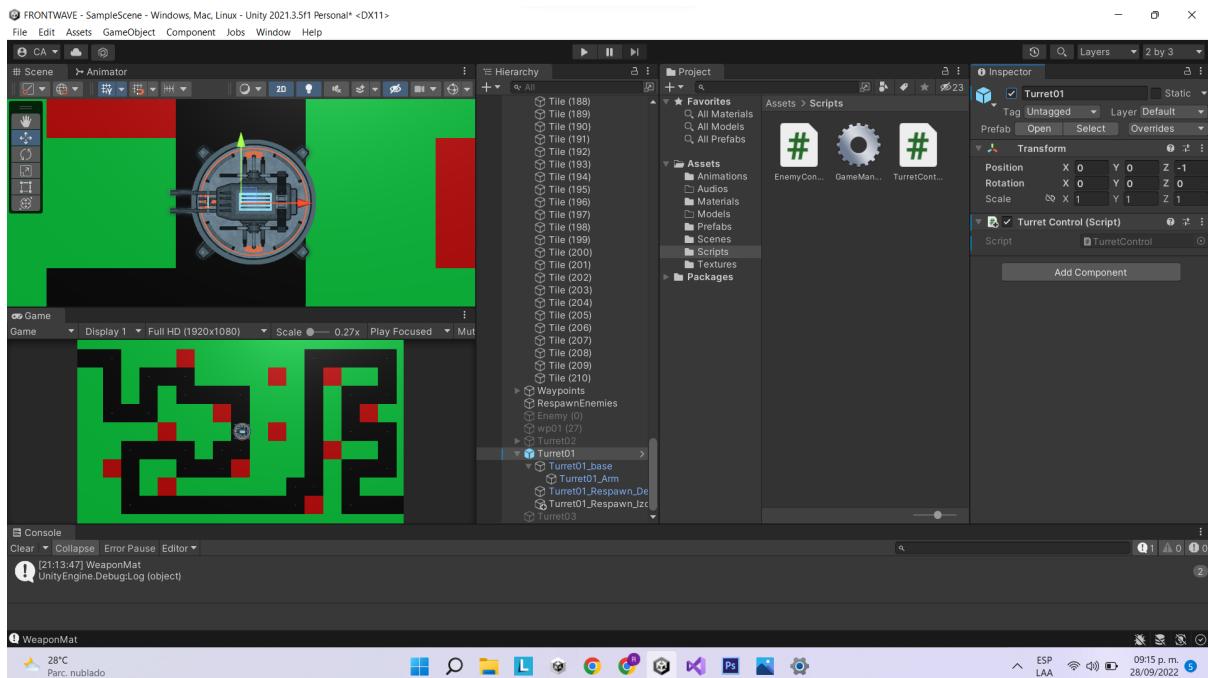
## Enemy sprites configuration



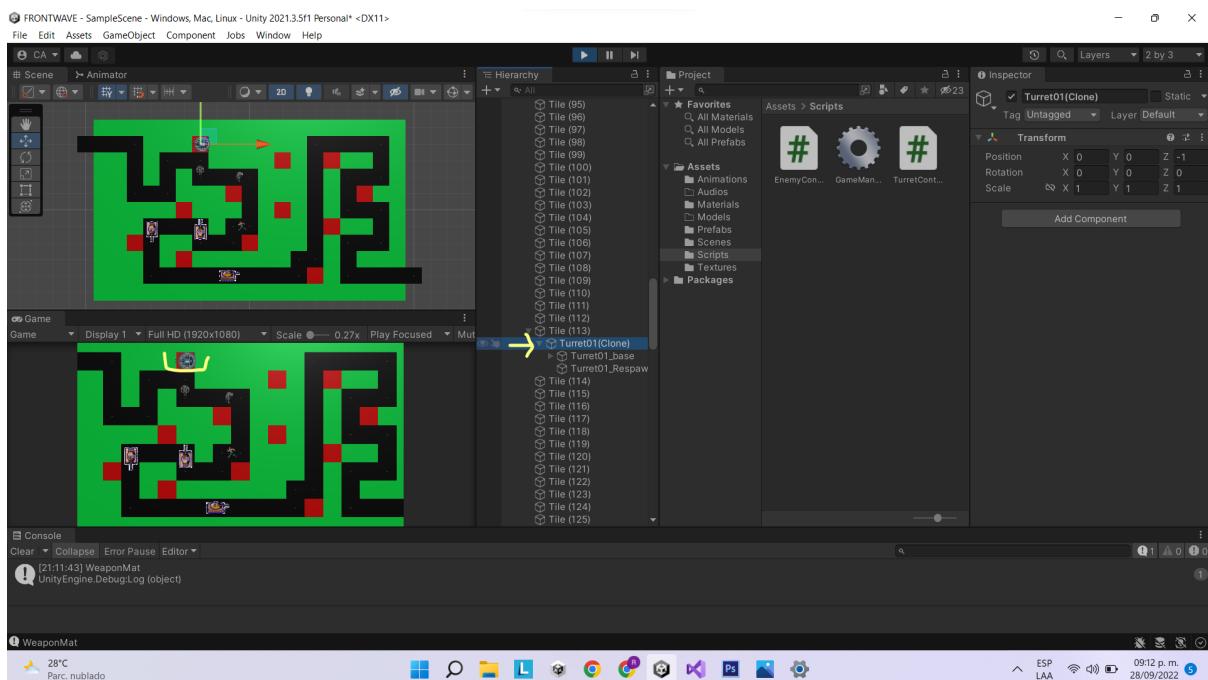
## Waves Configuration

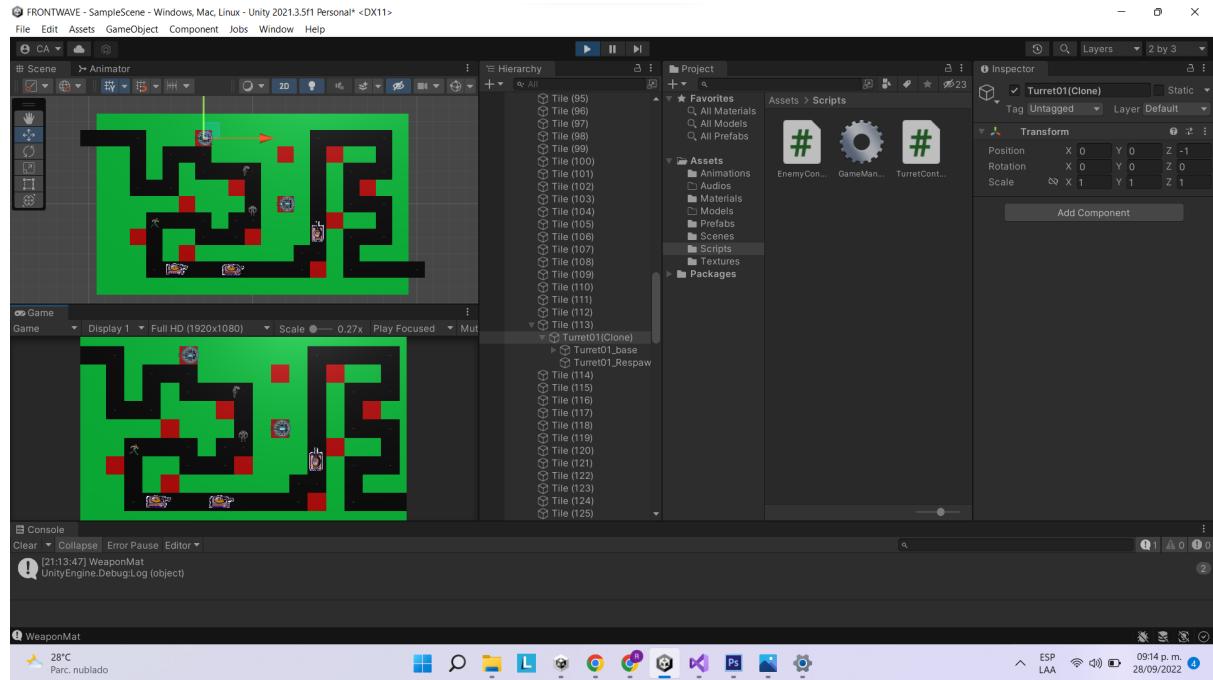


## Turret Prefab

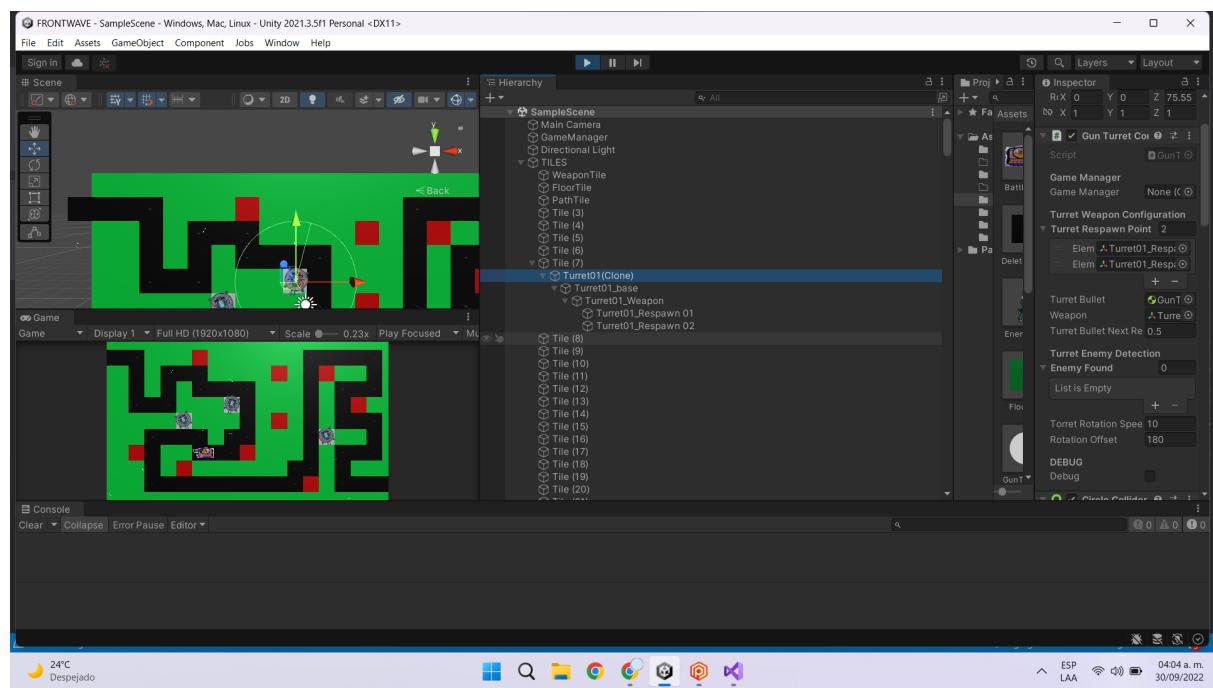


## Turret Instance

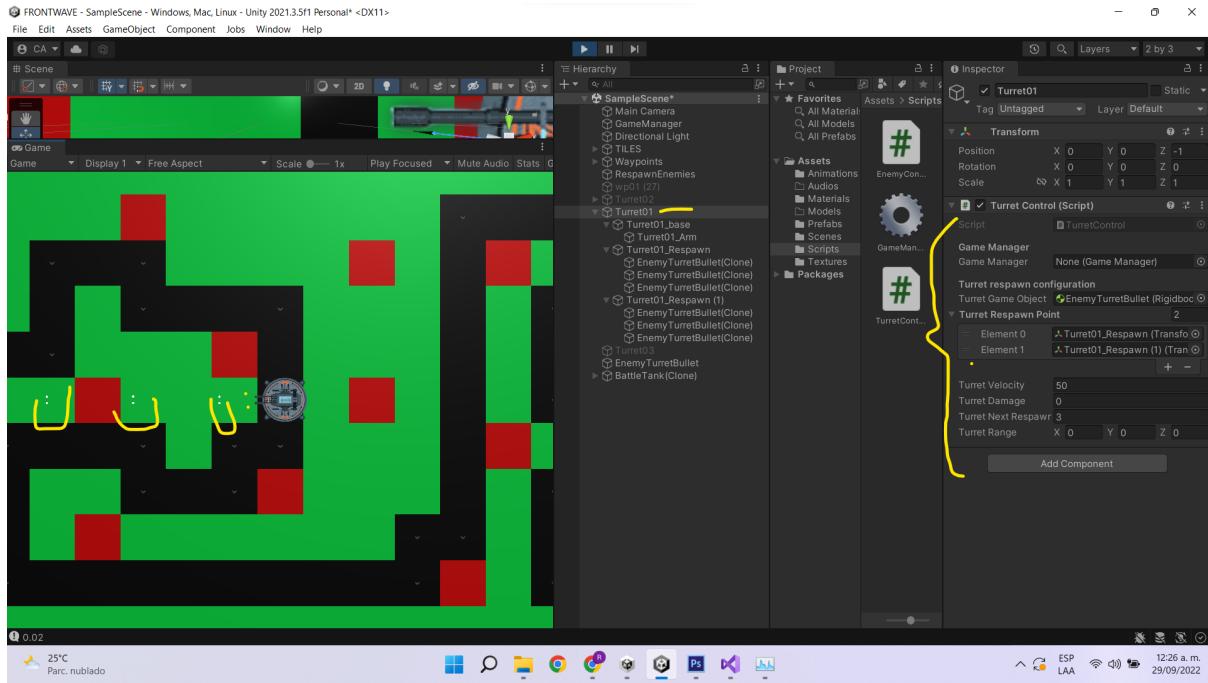




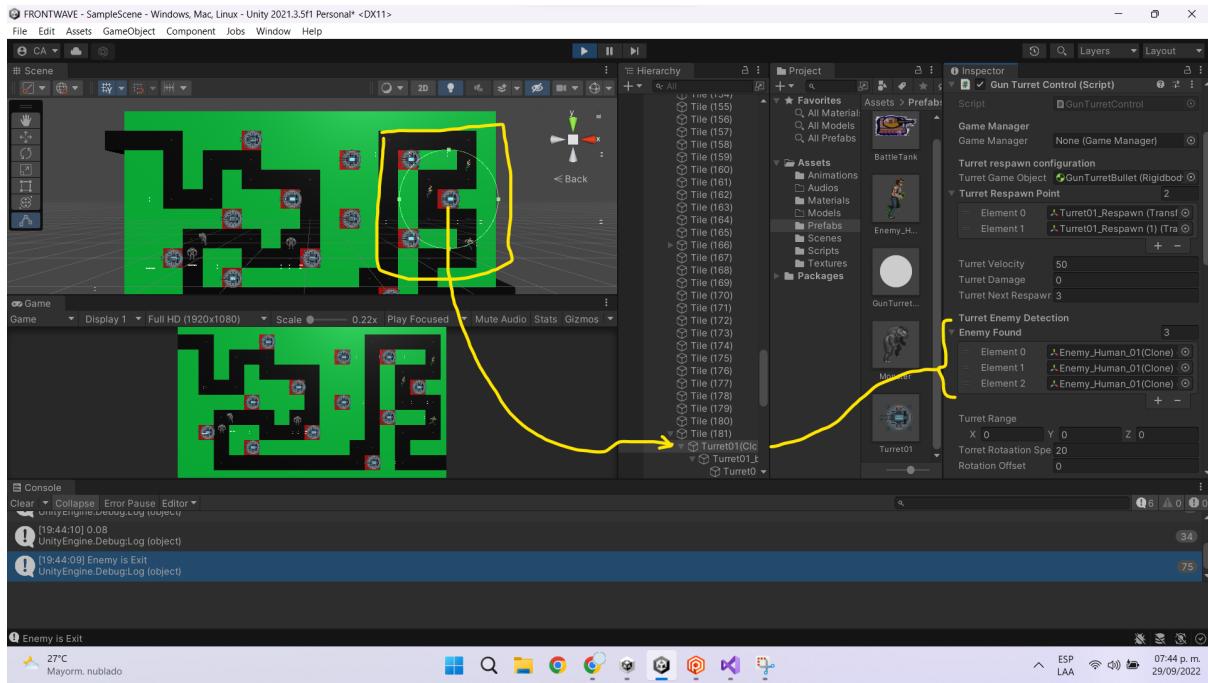
## Turret Instance Restriction



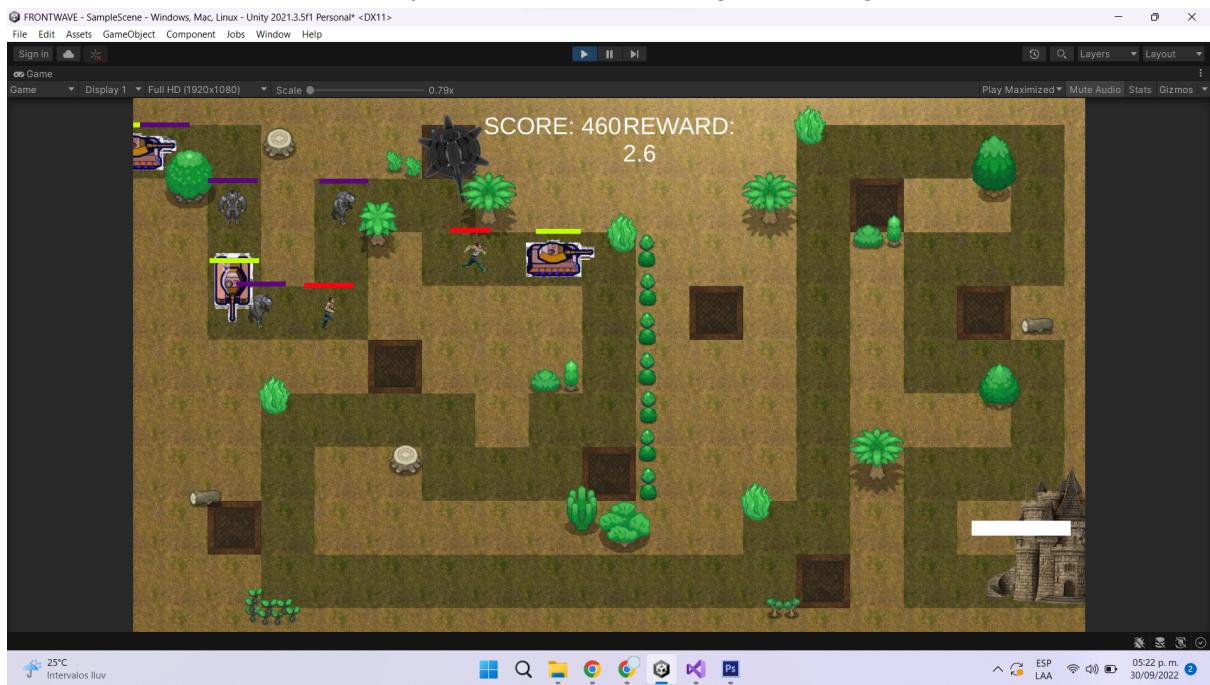
## Turret shooting



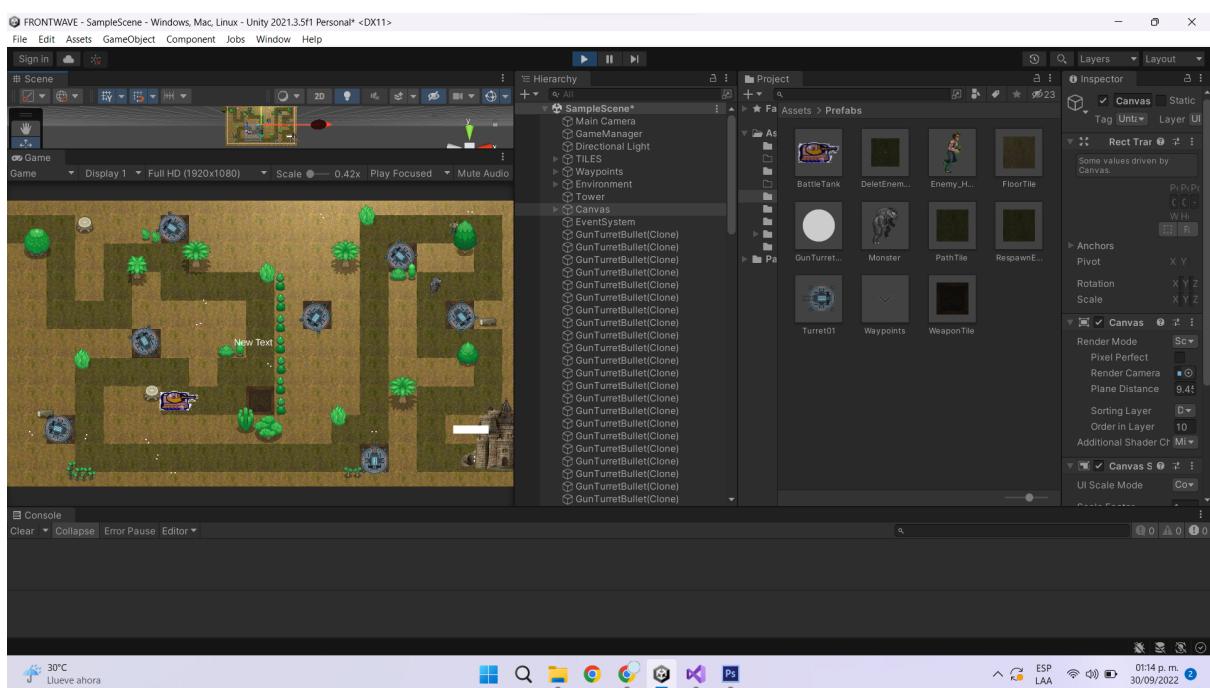
Turret Enemies scope: register / unregister, check distances & scope



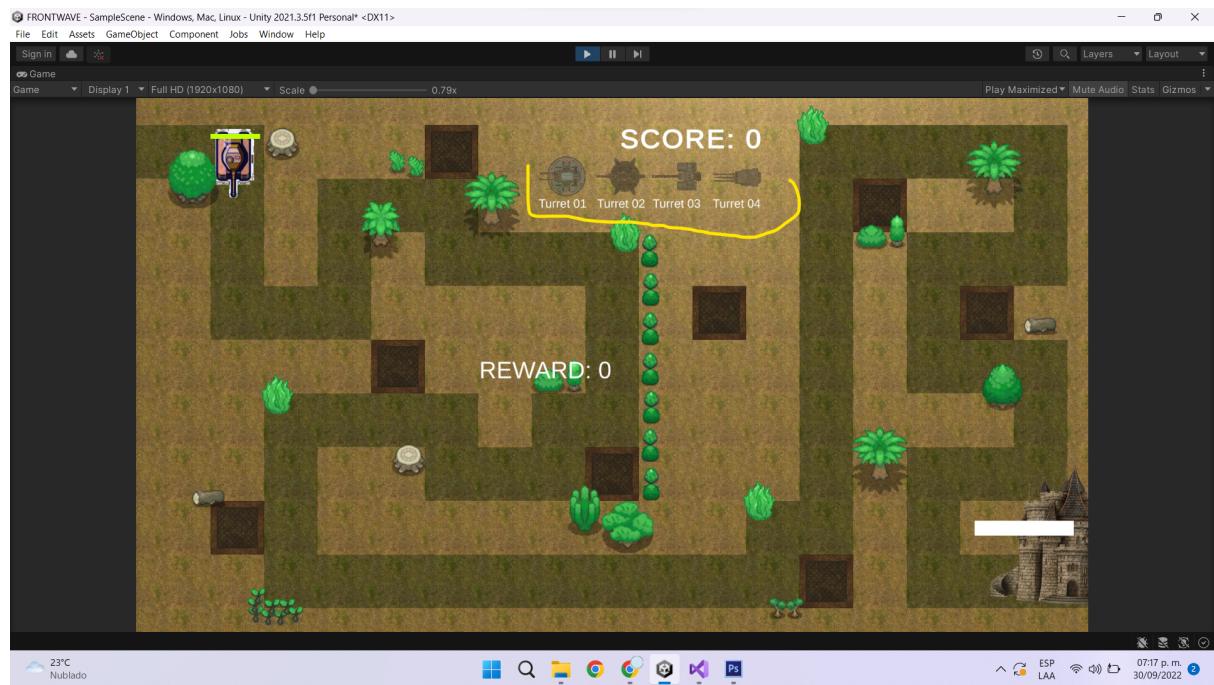
## Enemy life, Health Bar, damage & scoring



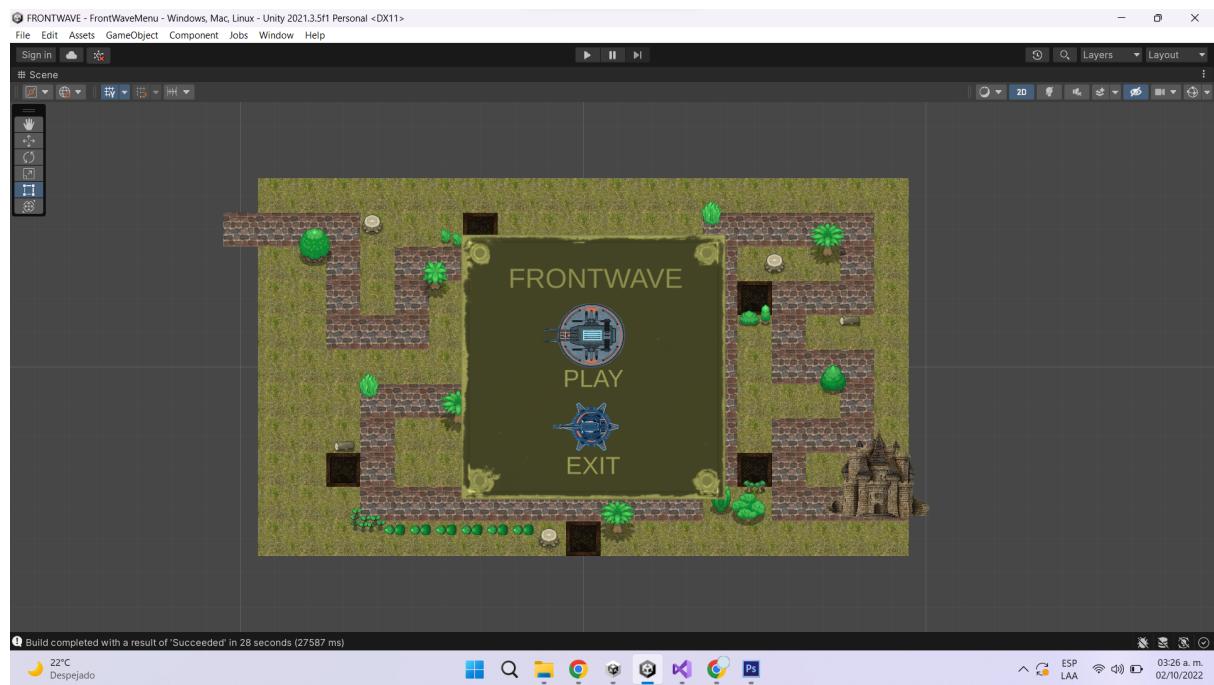
## Main Tower Life & Health Bar



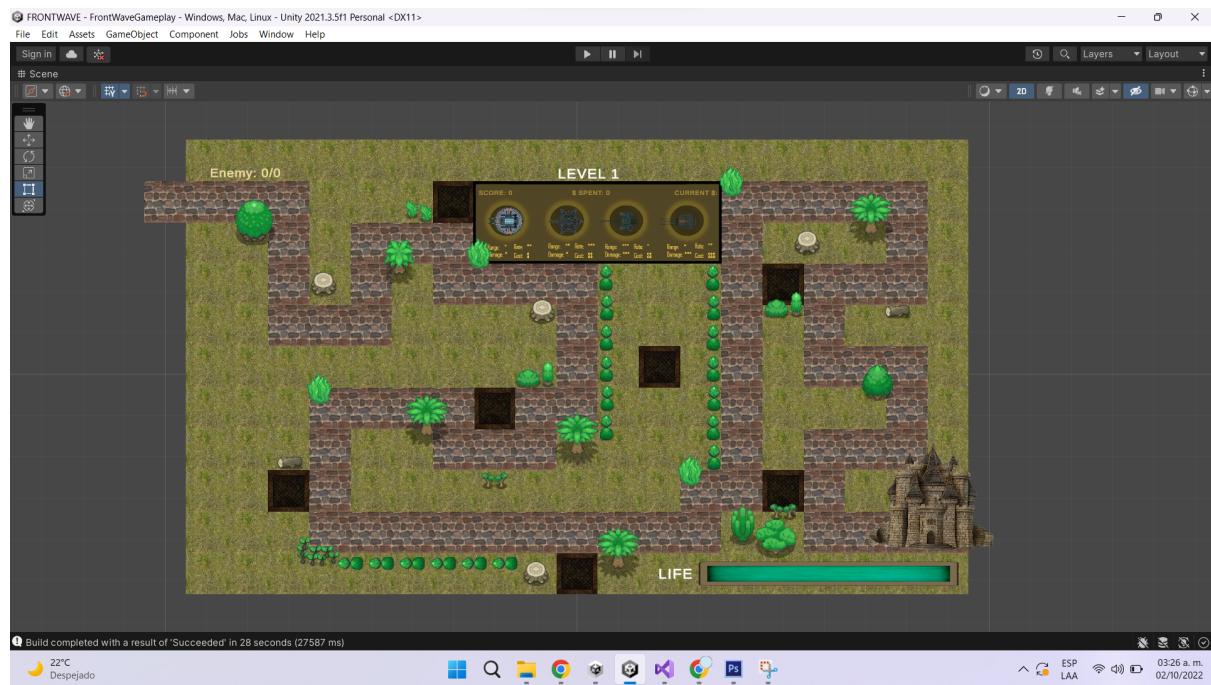
## Turret buttons selector



## MENU



## FINAL INGAME SCREEN



## How To Play

