1. Overview  
     
   1. Description  
        
      RIOT! is a reverse tower defence game set in a prison theme. RIOT! intends to switch the roles of a traditional tower defence game, placing the user in control of what would conventionally be the enemy horde.  
        
      The game’s objective is to escort the protagonist through each of correction facilities, with each one having progressive difficulty. The player must send waves of inmates (ranging from the quick-moving Speedys to shot-absorbing Fatties) to clear the way for the protagonist.  
        
      Whether it’s trying to sober up from the Drunk Tank or escaping the clutches of the fabled Guantanamo, the difficulty only goes up as more guards arrive to bring your attempts to a halt.
   2. Technical Features
2. Instructions
3. Design Changes  
   - 8 levels instead of 9  
   - tentative tick time (is 1/6th of a second in design doc)  
   - because of terminal limitations, changes to colour have been made   
   - *riotIO is not explicitly used*  
   - *protagonist changes*
4. Incomplete Features