

## Tech

- Used Unity3D for creation of the game
- The language which was used to code it was C#

## Architecture

- Most of my classes have a base class
- Makes it easier if the enemies or turrets will be different from each other
- Used Singletons for the managers in the game which were the economy and Spawn Manager
- The weapons are upgradeable and uses a Serializable class to keep track of the upgrades for each level

## Issues

- Had trouble with the firing of the weapons to hit the enemies in a proper location decided to add a hitbox for the target which is higher up on the enemy instead of the legs

## Assets Used

- Arrow from AssetStore FreeWeapon
- Text is from TextMeshPro from the AssetStore
- The Turrets, enemies and other projectiles from one of my old turret defense games (did not use code just took assets) those also came from AssetStore but I forget which one now.
- Everything else I made myself.