Version planning:

1.0 - PROOF OF CONCEPT

1. overseer and ranger can destroy enemies. overseer can chose from 2 turrets, ranger has only 1 bow. no sound. no restrictions on teleoprt
2. ~~add shop screen for ranger upgrades~~
3. ~~add sprites for everything~~
4. ~~add sounds for the following: enemy hit, enemy destroyed, wave start, overseer and ranger ready up, wave finished, turret placement, turret destroyed, arrow fired, enemy reaches the end, game over~~
5. ~~reward team with gold on enemy kill, ranger kills get more gold then turret kills.~~
6. ~~add a UI for the ranger~~
7. ~~add a more powerful bow that the overseer can buy for the ranger~~
8. ~~add scenery, textures and terrain~~
9. ~~scripted first 5 waves then procedurally generated. (wavenumber \* 3 \* random number between 1 and 4 for lvl 1 enemies and 1 and 3 lvl 2 enemies)~~
10. ~~restrict nodes that turrets can be built on~~

2.0 - ALPHA

1. 2 maps
2. 4 ~~enemies~~
3. turret to slow enemies
4. add death animations and health bars for enemies. add a health component to enemies. (no more 1 shot kill)
5. attatchments for weapons
6. record enemies killed and damage dealt stats to compare between roles
7. add a sniper rifle
8. add a pistol
9. add a main menu with map select
10. add credits to main menu
11. ~~re-address wave spawning formula for new enemies~~
12. add a vehichle
13. ranger does more damage to certain enemies
14. ~~bridge to connect all pillboxes~~
15. ~~touchpad walking for ranger~~
16. ~~map rework for touchpad walking~~
17. ranger must place mining devices down to farm resources for turrets
18. show the cost of turrets and upgrades in UI

3.0 - BETA

1. 3 maps
2. 6 enemies
3. keep loot after match end
4. enemies can deal damage

4.0 - RELEASE

1. 5 maps
2. add a builder role
3. player controlled enemies
4. utility vehichles
5. research currency to make turrets more efficient and scrapping turrets yield more gold