0s: Load in, have a top down view of the solar system and a simple HUD.
Techniques: rendering, lighting, UI, skybox, particle system.

1s - 5s: Click on a planet and zoom in.
Techniques: rendering, lighting, UI, skybox, particle system, animation, possible level of detail optimizations, user input, event system.

5s - 10s: Rotate camera around the planet by clicking and dragging.
Techniques: rendering, lighting, shadows, UI, skybox, particle system, animation, LOD, user input, event system.

10s - 15s: Place towers on the planet's surface.
Techniques: rendering, lighting, shadows, UI, skybox, particle system, animation, LOD, user input, event system, "ghost towers", adding objects to the world.

15s-20s: Start attack phase. Enemies stream in from some directions.
Techniques: rendering, lighting, shadows, UI, skybox, particle system, animation, user input, free movement of player, weapon systems, event system.

20s-25s: Shoot enemies, towers are shooting enemies, enemies are dying.
Techniques: rendering, lighting, shadows, UI, skybox, particle system, animation, user input, free movement of player, weapon systems, event system.

25s-30s: Planet gets destroyed, but we manage to kill all the enemies.
Techniques: rendering, lighting, shadows, UI, skybox, particle system, animation, user input, free movement of player, weapon systems, event system, mesh/voxel destruction.