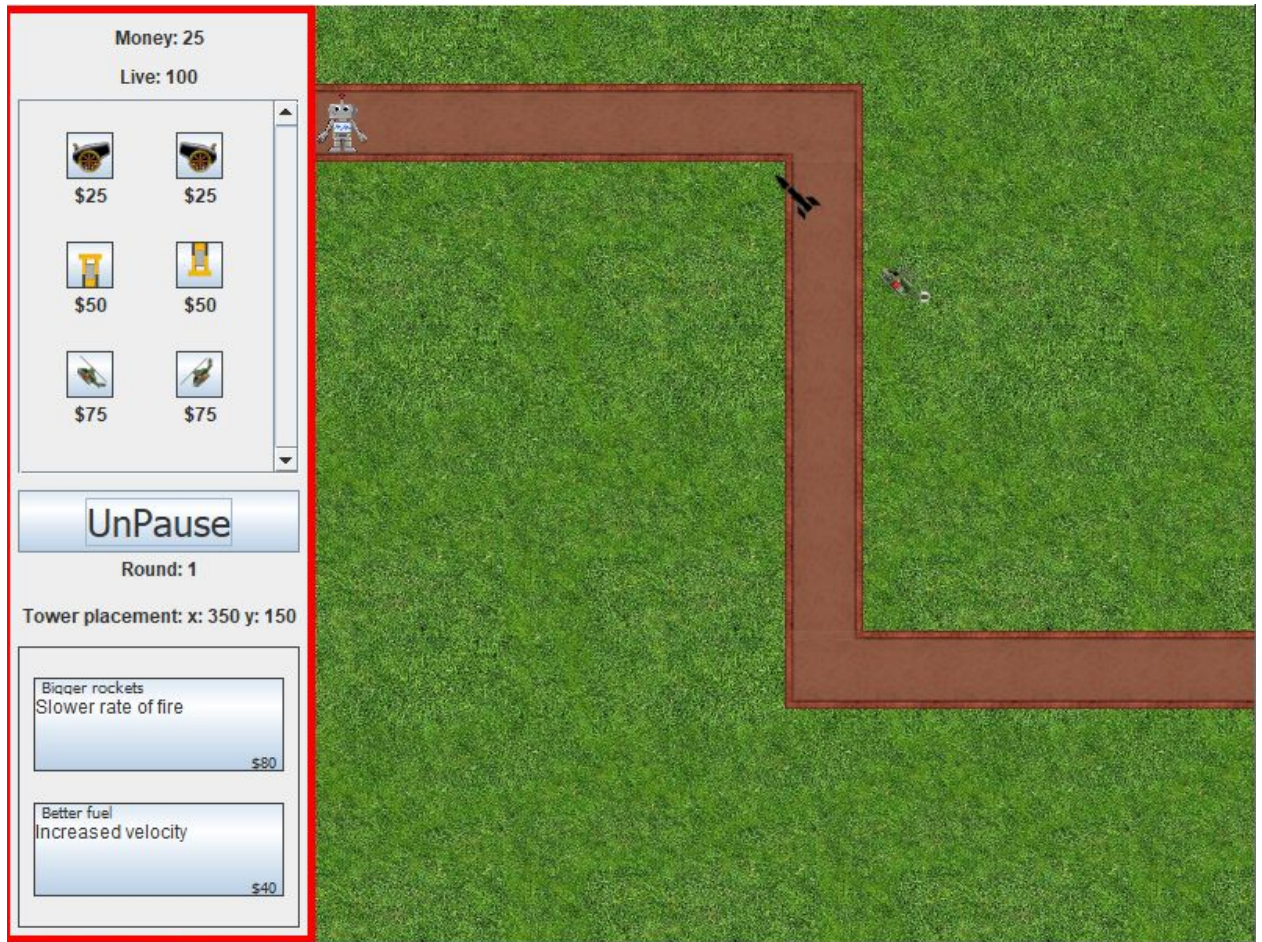


1. After Selecting mode the maps show up
2. Setting the menu to not be visible
3. Once maps show up
4. Button with name to select map
5. After Clicking button the Game file will be loaded
  - a. With GameLoad for enemies and towers
  - b. With GameGen for the path and background
6. Game is loading control panel and map side
7. In order to place tower need to have money, select an allowed location and click image to create on selected location
8. Once press start changes to pause/end so once all enemies are gone press to end round
9. In order to upgrade tower click on tower image then press upgrade on top or bottom



- 10.
11. Once live if 0 or below mapLoad will stop loading anything