MoSCoW Nature’s Call

**Must Have**

A working tower defense prototype with different mechanics such as placing towers which can shoot, spawning enemies with Lives ,UI, and Art.

**Should Have**

Pathfinding, Score, Wave system, Tower Animations, Enemy Animations, Sound effects, Main Menu, Environment, Background Music, Advanced UI, Better looking fonts.

**Could Have**

Power ups, Specials,Online high score leaderboard, Pause button, Upgrades, (mini)Boss, Shop(menu), zoom in/out function, Cut scene, More levels, Grid system, Story, Particle effects(Or environment animations like water or waving tree’s), Different enemies.

**Would Have**

Advanced tower animations, Different theme’s you can choose, Advanced menu options(Control input, Graphics, Volume, Difficulty), Account login, Social media buttons,