

Alien Invasion



About the game

- Alien Invasion is a ‘tower defence’ based game.
- The game starts with an interesting short story, where aliens can be seen landing on your base. There is a warehouse at the end of the base.
- Aliens will keep coming to your base to destroy your warehouse.
- Your task is to keep your warehouse safe from those damned Aliens.
- The warehouse has all the materials you would need to build defensive sentry turrets.

- There are three types of turrets, each having some special functionality.
- There will be different kinds of aliens approaching your base. As the level progresses the aliens would be more powerful.
- As time progresses the waves of aliens would be more frightening.
- After every 5th wave, the 'Boss Aliens' will appear. Which has as powerful stats as it looks.
- After each kill of an alien, you'll get some coins, which can be used to plant more turrets or upgrade the planted turrets.
- Game has infinite waves. Each wave is 30 sec long. Waves get difficult as time passes.

Essentials to play the game

01

Selection

Selection of the right turret to place keeping the coins in mind.

02

Placement

Placing the turret at the right tile.

03

Strategy

Have some strategy to deal with wave bosses.

04

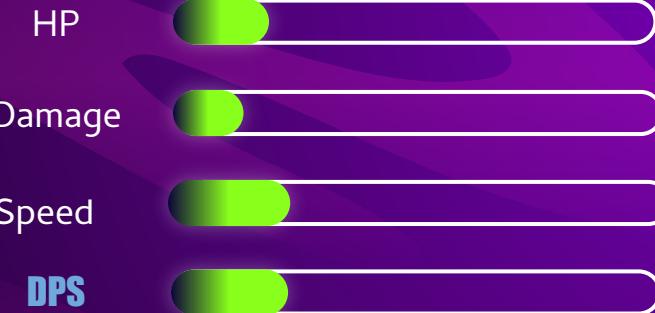
Upgradation

Selection of the right turret for upgradation.

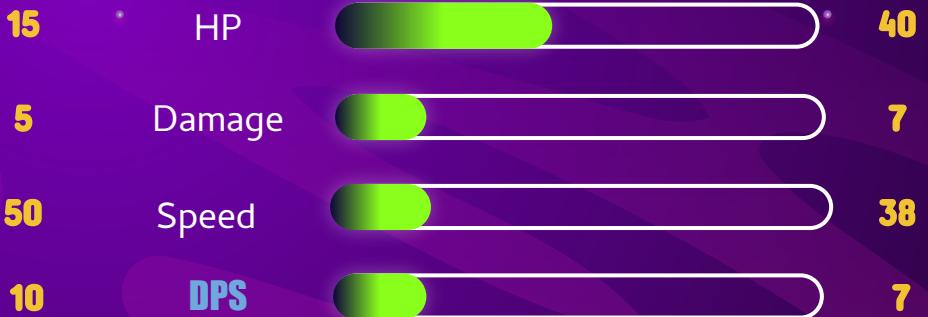
Aliens



Regular



Buffed



Aliens



Speedster

HP



10

Damage



3

Speed



125

DPS



12



Flutterer

HP



10

Damage



5

Speed



100

DPS



10

SPECIAL

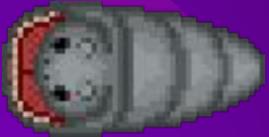
Bullets can't hit until it lands.

Aliens



Boss

HP	100
Damage	20
Speed	25
DPS	15



Mutant Boss

HP	10
Damage	50
Speed	250
DPS	50

SPECIAL Spawns from the same position as the boss died.



Turrets Stats

Sentry Turret Level - 1

Damage  

Rate of Fire  

HP  20

Range  700

DPS  2

Cost





Sentry Turret Level - 2

Damag
e



Rate of
Fire



HP



30

Range



700

DPS



5



Cost



Sentry Turret Level - 3

Damag
e



Rate of
Fire



HP



40

Range

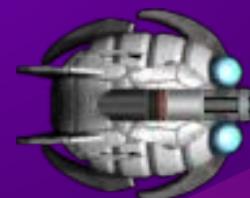


700

DPS



9



Cost





Bomb Turret Level - 1

Damage 

Rate of Fire 

HP  30

Range  500

DPS  3

SPECIAL Triple Tile Damage



Cost



Bomb Turret Level - 2

Damage 

Rate of Fire 

HP  40

Range  500

DPS  5

SPECIAL Triple Tile Damage

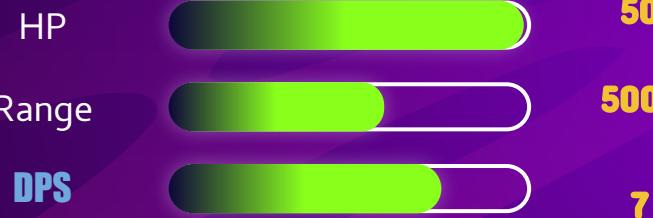
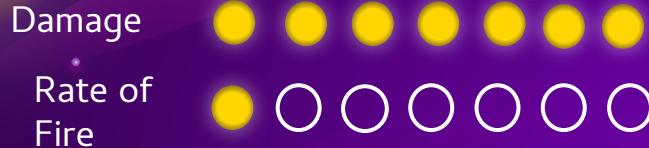


Cost

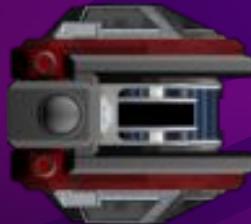




Bomb Turret Level - 3



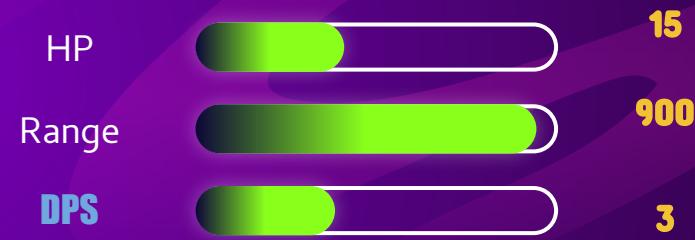
SPECIAL Triple Tile Damage



Cost



Laser Turret Level - 1



SPECIAL Penetration



Cost





Laser Turret Level - 2

Damage

Rate of Fire

HP 25

Range 900

DPS 3

SPECIAL Penetration



Cost



Laser Turret Level - 3

Damage

Rate of Fire

HP 35

Range 900

DPS 3

SPECIAL Penetration



Cost



In-Game Snapshots



In-Game Snapshots



G Coins: 71

WAVE 21

Back





WAVE 34

Back

G Coins: 148







G Coins: 33

WAVE 46

Back



THANKS!

Do you have any questions?

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