

High Level Mechanics:

- Cooldowns
- Attack Speed (Damage/Second)
- Movement Speed
- Health
- Abilities

Cooldowns: How long it takes for the player to use/reuse a utility. Cooldown values vary based on the utilities for both the attacking and defending players.

Attack Speed: How fast the amount of damage a utility does per second. We can use more damage per second for more powerful utilities and set a standard slow damage per second for regular utilities. Formula is Damage/Second.

Movement Speed: Primarily for “ground-based” troops. Does not apply to set-in-place towers which are for the defending side.

Health: Pretty self-explanatory.

Abilities: Different utilities have different abilities that will require specific tune coding. The different abilities per utility are listed below.

Utilities:

➤ **Attackers:**

- ❖ **Army of Aliens:** Sends in an army of aliens from the attacker’s spawn. Ignores defender’s utilities except defender’s ground-based troops.

Type: Ground-Based Troop

Attack Speed: 1 damage/second or the standard Damage/Second rate

Cooldown: 3 Seconds

Movement Speed: Standard

Health: 10 hp

- ❖ **Alien Tower Attacker:** Sends in an angry red alien that focuses only on defender’s utilities. Ignores defender’s ground-based troops.

Type: Ground-Based Troop

Attack Speed: 6 damage/second or a higher Damage/Second rate

Cooldown: 9 Seconds

Movement Speed: Slow

Health: 25 hp

- ❖ UFO: Attacker places a UFO on any defender's utility to teleport it off the field. Stays hovering over the selected defender's utility for 6 seconds as it takes time to teleport the utility. In this time, defenders can destroy it with a "Mortar Strike."

Type: Player's mouse

Attack Speed: No damage, completely deletes the selected defender's utility

Cooldown: 20 Seconds

Movement Speed: None

Health: None

➤ **Defenders:**

- ❖ Army of Soldiers: Sends in an army of soldiers from the defender's tower. Focuses only on defender's ground-based troops.

Type: Ground-Based Troop

Attack Speed: 2 damage/second or the standard Damage/Second rate

Cooldown: 7 Seconds

Movement Speed: Standard

Health: 15 hp

- ❖ Tower Defender: Player places down a tower in the white square highlighted areas on the screen. The tower attacks nearby attacking ground-based troops.

Type: Tower

Attack Speed: 2 damage/second

Cooldown: 9 Seconds

Movement Speed: None

Health: 48 hp

- ❖ Mortar Strike: Player places down a tower in the white square highlighted areas on the screen. The tower attacks nearby attacking ground-based troops.

Type: Tower

Attack Speed: No damage, completely deletes the selected attacker's utility

Cooldown: 25 Seconds

Movement Speed: None

Health: None