Style: 3D top down dynamic tower defense

Mechanics:

* Place defenses and barricades using your mouse to create a path for your enemies to funnel through.
* Enemies spawn in waves and try to kill you.
* Create enemy targets to distract them from you.
* Undo or redo defense placements and retry the wave.

Motivation:

* unlucky new defenses to place to get further in waces.
* Get highscore.

Art?:

