Level 1:

First wave will only be zombies, and will come from the north-west. Start building power relays and anti-ground turrets to the north west, and then create an airfield, house, and extractor to start producing resources.

The second wave will include an air unit which will primary the power relays and ignore turrets, and thus it is a good idea to place Anti-Air turrets near power relays, while Anti-Ground turrets should be placed farther out. Having redundant power relays to your turrets might be a good idea.

                Third wave will be larger than the last, both air and ground units. A couple more of each turret is needed but nothing much more. At this point adding more houses, extractors, and a factory to start producing upgrades is a good idea.

Level 2:

A group of enemies will spawn in the south-west on top of the original units that spawn in the east, these new units will attack the base from the south-east. This one contains more air units than ground units, and thus should have more anti-air turrets placed. Continuing to upgrade structures and build more houses to increase population.

                The zombies that attack from the east will start bigger than they did in the first level, and successive waves will also be bigger.

Level 3:

                As before, both the east and south-western spawn points will start at a larger than previous wave size, and a new group will walk from the north-west and attack the base from the south-west. These waves will contain the a balanced mix of air and ground enemies and will require a balance of both ground and air turrets to defend. At this point, spamming turrets is a good idea, cause there is a decent chance you’re gonna die, and it won’t be pretty. Upgrade everything if possible. Survive. Win.