Jack’s Tower Defense

What the game is about:

A number of monsters walk along a path trying to reach the tower, and if they do more than a couple of times, the player loses. The player needs to use the limited money to build attackers along the path to kill the monsters.

About Tower:

It has a settled “life point”, when it’s 0 or lower, the player loses.

About Monster:

There are two kinds. One is weaker and walks faster. By weaker I mean easier to kill, and when it succeeds to reach the tower, it costs the tower relatively a low loss.

The other kind walks slower, but tougher. By tougher I mean harder to kill, and if it succeeds to reach the tower, it costs the tower a larger loss. (Tick)

About Attacker:

There are two kinds. One is weaker and cheaper to build. Weaker means killing a monster takes more time. The other is stronger but more expensive.

About game mode: (probably…)

There’s mission mode and survival mode. The mission mode is about killing certain numbers of monsters before the tower is compromised. The survival mode is about counting the number of monsters killed before the tower is compromised (if the player is tough enough, monsters could be infinitely many). Still building.

About level edit:

~~It’s planned to be able to use level edit.~~

I think it’s done ooooo lulululu!