**Air Unit Feature Brief**  
  
This document covers the three different air units used in the attacking and defending phases.  
 **Sub-Features**  
  
Selection of units during the attack planning stages.  
**Air unit types:** Standard, slow and fast  
**Unit variables:**  
 **Health –** Maximum amount of damage the unit can withstand  
 **Attack –** attack power  
 **Attack Speed –** rate of attack per second  
 **Attack Range –** attack range based on the game grid  
 **Speed –** movement speed  
 **Cost –** cost to purchase unit during the attack phase  
  
**Essence Statement/Logline**  
Different types of air units provide variation and strategies for the player when planning attacks against the opponent. Air units unlike the standard ground unit have evasion and may only be attacked by specific towers.  
  
**The Player’s Story**  
The player chooses which units they would like to use for the attacking phase. Selecting the spawn order in which the units are in. This allows the player to be more strategic and choices. Each of the different air unit types have multiple strengths and weaknesses catering to different play-styles or strategies used in the level.

**Titles with Similar Elements**

Villainous Tower Defense Game - <http://www.newgrounds.com/portal/view/576124>

Most tower defense games   
  
**Anti-Vision**  
Air units are not melee units or ranged units, however they do have a medium attack range.  
Unlike the standard tower defense games, our air units will not be a gimmick. Air units will be used equally in unison with the other unit types (melee and range).  
  
**Reference Material**N/A  
  
 **Objectives and Requirements**

**Scale 1 = Lowest to 6 = Highest**

**Minimum**

Standard Air Unit:

* Health: 3/6
* Attack:2/6
* Attack Speed 3/6
* Attack Range: 2/6
* Speed: 3/6
* Cost: 3/6

**Optional**  
Heavy Air Unit:

* Health: 5/6
* Attack:5/6
* Attack Speed 3/6
* Attack Range: 1/6
* Speed: 1/6
* Cost: 5/6

Fast Air Unit:

* Health: 2/6
* Attack:1/6
* Attack Speed 3/6
* Attack Range: 3/6
* Speed: 5/6
* Cost: 3/6

**Design Behavior: What the Player Sees and Hears  
  
Standard Air Unit:**

* Blue Box
* Attacking Anim: Shoots smaller Blue boxes

**Heavy Air Unit:**

* Dark Blue Box
* Attacking Anim: Shoots smaller dark Blue boxes

**Fast Air Unit:**

* Light Blue Box
* Attacking Anim: Shoots smaller light Blue boxes

**Each Air Unit:**

* Movement
* Respond to Damage

**Rough Estimates**

**Design Task List in Order of importance:**  
Standard Air Unit:

Status Variables: Health, Attack, Attacking Speed, Attacking Range and Movement Speed

Pathing AI

Damage AI

Attacking AI

Cost of Units

**Optional**  
Heavy Air Unit

Fast Air Unit

**Objectives and Requirements- Shipping**

Complete the task list above ensuring the unit may perform all the necessary actions required in a demo prototype.

**Objectives and Requirements- Stretch**  
Additional types of air units, additional variables such as resistances, attack types etc.