**Design Header**

The player will have 3 Ranged Units to choose from all varying in stats.

**Sub-Features**

* Attack
* Health
* Move Speed
* Range
* Cost
* Attack Speed

**Essence Statement/Logline**

Different Unit types provide variation and strategies

**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.

**Titles with Similar Elements**

Villainous Tower Defense

Anti-Vision

The Ranged Units are not Melee Units or Flying Units

**Objectives and Requirements – MINIMUM**

**Scale 1 = Low to 6 = High**

Normal Ranged Unit:

* Attack: 2
* Health:3
* Move Speed: 4
* Range: 3
* Cost: 3
* Attack Speed: 3

Heavy Ranged Unit:

* Attack:4
* Health:4
* Speed:2
* Range:2
* Cost: 5
* Attack Speed: 3

Fast Ranged Unit:

* Attack: 1
* Health:2
* Move Speed: 5
* Range:5
* Cost:2
* Attack Speed: 3

**Design Behaviour: What the Player Sees and Hears**

Normal Ranged Unit:

* Green Box
* Shoots smaller green boxes

Heavy Ranged Unit:

* Dark Green Box
* Shoots smaller dark green boxes

Fast Ranged Unit:

* Light Green Box
* Shoots smaller light green boxes

**Rough Estimates:**

Task List:

Normal Ranged Unit:

* Health
* Attack
* Attack Speed
* Move Speed
* Range
* Cost

Heavy Ranged Unit:

* Health
* Attack
* Attack Speed
* Move Speed
* Range
* Cost

Fast Ranged Unit:

* Health
* Attack
* Attack Speed
* Move Speed
* Range
* Cost