Tilemap grid  
  
At the start of the project I decided to work on the layout of the map. One of my friends send me a tutorial on how to implement a tilemap with conditional tiles. These conditional tiles are a designer friendly way to implement paths and corners within a tilemap.  
  
  
  
  
I originally thought I had a strategy pattern implemented, but after the code review I did with Wiebe this was not the case. I tried to refactor my abstract class from upgrades to implement this design pattern the intended way. I unfortunately came to the conclusion that this is not possible  
  
  
First I thought of making the GameState a SFM, from pausing the game to continue and game-over. But this wouldn’t work because I had to pause my enumerators for spawning waves. And for that I could do Time.timeScale = 0 but that removed the point of the gameState as SFM as it doesn’t bring additional value.