Final Project Proposals

Invasion of _____

This is a game similar to **Balloon Tower Defense**. The player will be facing waves of attacks from enemies and has to defend his/her base by creating and upgrading his/her machines.

Insert hierarchy here
- Enemy
    - Enemy subclasses
        - Diff instance vars (health, damage)
- Tower
    - Tower subclasses
        - Diff instance vars(damage, cost)

Insert features here
1. different levels
2. different defenses
    - Tower superclass
    - Tower types subclasses
3. ability to upgrade defenses
4. special powers

Concepts used
1. stacks and/or queues for tower creation
    - Priority for building towers

Insert to-dos here
- Create enemy class
- Tower superclass   (stack of towers)
- Subclasses of towers

Insert timeline here