Dissertation Defense design document

**Enemies**

* Undergrad
* Grad student
* Teacher’s assistant
* Postdoc
* Assistant professor
* Associate professor
* Professor
* Professor Emeritus
* Dean?
* Committee
* Kids?

**Towers**

1. “Arrow” type (fast and accurate, but weak):
   1. Pencils – lead poisoning
   2. Pens – ink splatter
   3. Essays -
2. “Bomb” type (powerful area effect, slow and inaccurate):
   1. Textbooks
   2. Laptops
   3. Monitors(?)
3. Girlfriend tower (Costs a fixed time %?)
   1. Make you meals (enemies produce more time?)
   2. Sex(?) – All towers shoot further?
   3. Can produce happiness (only one vulnerable to damage?) Permanently lose some happiness if she gets “hurt”
4. Grant

“Life bar” is in happiness units

Things to collect?

Time (Main currency):

Publications