15percent = 500-1k

A close-up of a white page

AI-generated content may be incorrect.

# Ludology maybe call it wave based shooters idk

## Introduction

 Quickly introduce what *round-based survival* is.

 Why it's engaging (progressive difficulty, mastery over time, replayability).

## Games that have this feature

**2. Key Examples from Industry (≈ 500 words)**

Pick 2–3 games to focus on. For each, briefly cover:

* **Basic overview** (what the game is and its survival mode).
* **How their round/wave systems work** (scaling difficulty, enemy variety, new mechanics introduced).
* **What makes their system effective/fun/challenging.**
* (Optional but powerful) **Any weaknesses** in their design you noticed

## How I applied this to my game

**3. Application to Timeline Takedown (≈ 300 words)**

Talk about **how you were inspired by these games** and how you **implemented similar or adapted mechanics** in your own project.

* **How your wave system scales** (enemy numbers, speed, etc.).
* **Any rewards between rounds** (e.g., health pickups, new areas unlocking).
* **Your own design twists** (e.g., specific enemy types, environmental changes).