**Archer Defense TD**

Design Document

# Archers (Towers)

Archers are the units which are deployed by the player to attack the incoming enemies. They are deployed on specific areas on the map defined by the level maker (me). They attack enemy units which come in their range.

## Types of archers

There is only 1 base type of tower, called Archer, and several enhanced archers which can be trained after the archer has gained sufficient experience. Experience is defined as the number of shots fired for now.

As the archer gains experience, he goes through 3 stages of specialty. In each stage the player can choose what this archer specializes in: attack damage, attack speed, attack range. A player can mix and match different specialties in the 3 stages. After the 3 stages, the player can unlock the enhanced archers.