Hello World.

Welcome to the dev blog of my as un-named top down mobile tower defence game. A fun project I have been working on for the last few months (and will be for a while longer), which I aim to release for free on IOS and Android ithis year, although there is currently no release date due to still being in Alpha.

The purpose of the game is to provide an experience that can be picked up and put down in short burts, and not require an internet connection. Ideal for the school run, train/plane trips, and the work commute where signal can sometimes be an issue and you are only on your phone for a short period of time.

As of now, the basic funtionality and gameplay are there, however there is a long way to go on both to h