**Minion and Tower Concepts**

Minions

Light Unit: Fast and Fragile

Medium Unit: Average Speed, Average Strength.

Heavy Unit: Slow, and Tanky.

DLC Minions:

Sacrifice

Towers

Defensive

‘Traditonal Arrow Nest’ :

Boost

Accelerator Tower: Increases the speed of a single unit type in a lane by 2. (This would allow you to create some interesting ordering of your units and catch your opponent off guard)

Elemental Catalyst: Increases the effect of Elemental Advantages. (When a unit has an elemental advantage they receive 2x atk boost, but if they are at an elemental disadvantage your unit will take 2x the atk damage, this tower would essentially be the high risk / high reward tower, or the equivalent of going 'all in').

Resource