Tower Defense Game | Ocean Pollution

Pieces of trash try to move from starting point to ending point
  Each type of trash has different amount of health
  each type has differnt speed

Man-made machines(towers) to the rescue to stop trash from reaching end.
  Different machines different abilities
    diffent ranges
    diff shooting speeds
    diff effects

Certain amount of money at the start of each level to buy machines to place on board
  money regained from "recycling/disposing" of trash

Score based on trash collected.

as levels progress routes from start to finish change.
Countdown to beginning of level
  start early(bonus monies based on how early);

Objects:
  Towers
    Diff machines
  Trash
    Diff types
  Maps(preGen)

Towers
cost	//cost to build tower
size	//grid cost (amount of space)
rateOfFire	//how fast they fire with things within range
ammo	//what the object fires
rangeOfSight(ellipse)	//area of effect for the tower
buildTime	//time cost to build the tower
target	//what the tower is currently firing at within its range

Ammo
type	//Defines each type of ammo
damage	//amount of damage a particular type of ammo does
movement	//movement from tower object to trash object
speed	//speed at which bullet moves from a-b

Trash
Health	//amount of hp the trash has
collision	//detect if hit by piece of ammo and reduces health
movement	//able to move along path
Speed	//how fast moves from start to finish
reward(monies)	//amount of money awarded to player for killing trash

Map

```
        grid                     //set amount of tiles
        pathOfTrash              //path per level that the trash travels
        towerSpots(isFilled)     //takes away parts of maps that contain towers
levels
        trash                    //number of trash objects that will go through the level
        map                      //pregenerated map
        initialStartingCash      //starting cash to start each level + %remaining cash from level before
```