I plan to make a simple tower defense game named fantasy defender. It will be set in a generic fantasy world where different monsters are attacking your town. It will be inspired by boons tower defense and kingdom rush. I plan to have the tower placement system of kingdom rush with some of the gameplay elements more similar to boons tower defense.

* Features
  + Porotype
    - First level
    - Tower build spots prefab
    - Basic tower archetype
    - Basic enemy archetype
    - Enemy pathing
    - Dynamic Life and money ui elements
  + Early access
    - Second level
    - Campain mode (play through the levels keeping money and lives switch level every so many rounds)
      * Win/Lose screen
    - At least 2 tower types
    - At least 3 enemy types
    - At least 2 bosses (one of each map)
  + Going gold
    - Endless mode
      * Leve select screen when selected
      * Computer generated rounds after the initial set rounds
    - 2 addition enemy types that will only show up during endless mode
    - Tower upgrade
      * Every appropriate tower will have 3 basic upgrades
        + Damage up
        + Fire rate up
        + Range up
      * 1 special upgrade that is specific to the tower
        + Ex. Extra projectiles or aoe damage