Game Flow

Enemies:

* Warrior
* Archer
* ~~Juggernaut~~
* Bomber
* ~~Magician~~
* ~~Dragon~~

Units

They move towards tiles in a set order, some detect nearby towers in range.

Everytime they reach a point, they search if a enemy unit/building is in range.

~~Priority to attack (if able) is: Undef, Building, Unit, Special (not implemented)~~

The player can see their HP text when hovering the mouse over them.(not implemented, it is always visible)

Select an ally unit and place them on building places, deselect them with left click.

Path/Building Points

Path tiles have a starting and ending point.

Darker green squares are places where buildings can be spawned.

Editor Info

If played in editor, the game must be at FullHD (1920x1080) for the UI to not block gameplay.

The gameobject named “General” is an object that contains singletons and is persistent. This is used for stuff that should be present between scenes, like popups and sound. It contains a canvas of its own.

Backspace opens debug (very basic)

aaaah

Objective:

Protect the castle from destruction using your Defensive allies. Get points from killing enemies and over time. You lose if your castle is destroyed, you win when the number of waves you chose at the beginning is cleared.

Gameplay:

Random Enemies Will appear by waves, each wave becoming harder. Enemies also get more HP and/or velocity on harder difficulties and are worth more points.

You can pause the game, but only for a fixed amount of time which increases the more you don’t pause.

Main Menu

Select Dificulty

Results

GamePlay

Lose/~~Give Up~~

Win

Allies:

* Castle (Player)
* Arrow Tower
* Warrior Tower
* ~~Bomb Tower~~
* ~~Wall~~
* ~~Mighty Knight~~

**Gameplay**

Init ui

Generate pools (defined in editor)

Start waves

Select random units from wave info

**Units**

Be deactivated

Activated by “gameplay”

Do its behaviour