Chicken Siege Functional/Non-Functional Requirements

Functional:

- Towers: Implement four types of towers, each with unique traits and two upgrades.
- Enemies: Design diverse enemy types with different strengths, weaknesses, and behaviors.
- AI: Create a system that controls the chicken and guides it to points on the map.
- Maps: Create six maps and three distinct map biomes.
- Tutorial: Implement a thorough tutorial explaining all gameplay elements.
- Timescale Controller: Create an adjustable timescale, controlled by the player.
- Tile Manager: Create a manager for tiles that manages towers and tower upgrades.
- Waves: Create a system for organizing and managing waves of enemies.
- Resource Management: Create system to manage player health, exp, and money.
- Scoring: Create a system to score the player based on their remaining lives.
- Saving: Create a system that saves the player's score for each level to txt files

Non-Functional:

- Performance: Maintain (at least) a stable 60 fps for a smooth experience.
- Controls: Design intuitive controls and user interface for players of varying skills.
- Sound Design: Implement creative sound design for UI and game SFX.
- Music: Implement pleasant music, each track befitting of its corresponding map.