Planning

Your Tower's health

Crossbow

Bad guy tower

Tower's Health = 100
- you win the game when the enemy's tower is destroyed.
- Tower takes damage if player's guards touch the tower, deals 10 dmg
- if a bolt touches the tower, deals 1 dmg

your tower

a tower will hold a certain amount of health, once it's health is 0 the visual will be changed to that of a destroyed tower

Button creates person

Will spawn a friendly guard if they have enough money

New Guard

Bad guys

These guys will do damage to your tower when they collide to your tower

Your guards

Your guards move from your tower to deal damage to the enemy tower

- A guard will stop moving forward if they make contact with another guard.
- a guard will attack if they come into contact with another guard
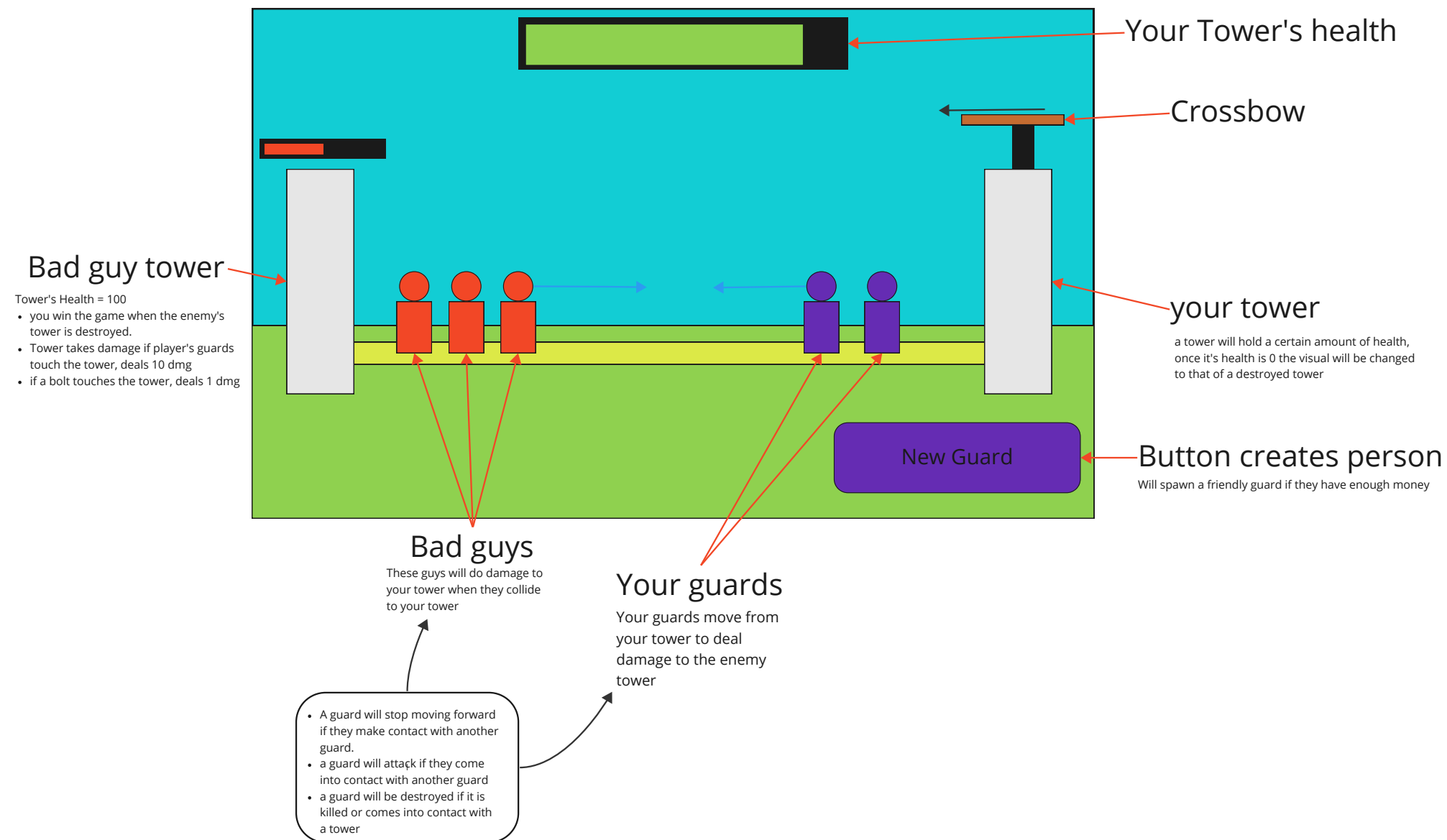- a guard will be destroyed if it is killed or comes into contact with a tower

Sudo code

Crossbow

- When the player clicks the screen shoot an arrow towards that location
- should rotate so that the cross bow is always facing the mouse

Tower

- should take damage from either a guard or an arrow
- if they are an enemy tower it should spawn enemy guards every 3 seconds
- health = 100

Guards

- guards should have around 2 health
- should take damage from either arrows or other guards
- should move towards the apposing tower, probably marked by a transform point
- if a guard comes into contact with another guard it should stop moving and attack the guard in front of them.
- once a guard has 0 health they should fall to the ground, and then disappear