Summary:

The player places turrets along a pat to prevent the enemy AI from reaching the end. Upon the end, the game will be over. The player can place as many turrets as they want within a limited budget (not yet implemented).

Target Audience:

The target audience is a more casual audience. Not much strategy is needed for a game like this, so a point and click audience will be the best for a game similar to this tower defense prototype.

Main Selling Points:

- Non-ending waves of enemies
- Economy system (not yet implemented)
- Multiple turret types
- Many levels

Possible Game Title:
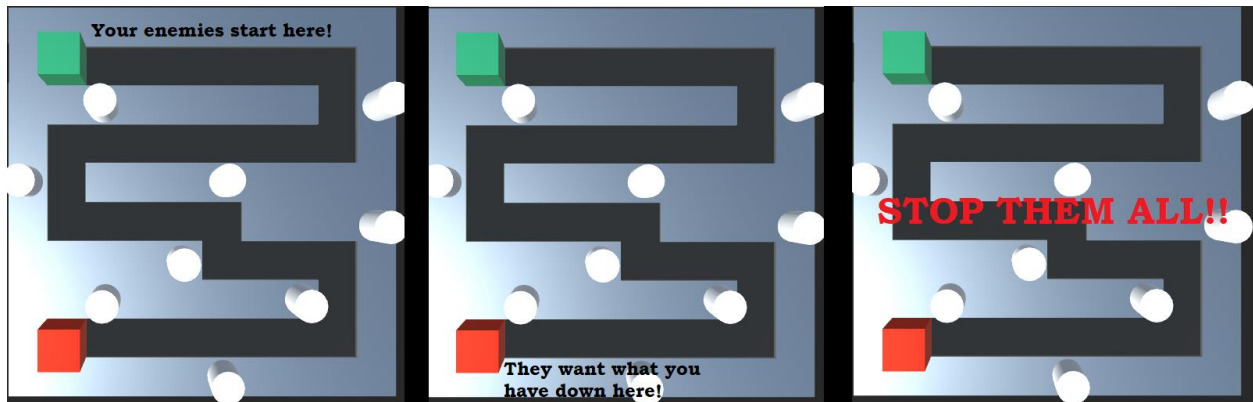
- Generic Tower Defense
- They Never Stop!

Estimated Playtime:

Less than an hour in current state.

Measured Performance:

Will run on nearly every machine from early 2000s onward

Story Board:

Your enemies start here!

They want what you have down here!

STOP THEM ALL!!

World and Characters: