Final tower defense game.

* Single level, goes until you die
* Enemy count/hp/speed/armor increases in each wave
* Buy towers – cannot be placed on the path or on another tower.
* Upgrade towers. Only one type of tower, but multiple upgrade paths.
* Upgrade paths are expensive if you buy odd combinations of effects; less so if you focus on only one or two (maybe three) effects
* Only one type of enemies, but count/speed/hp/armour can vary based on the wave
* Get moneys by killing enemies