## **Basic Improvement**

**New Enemy Types**

● There are 1 new enemy types added to the game.

● The Orc Knight has a special charging attack pattern that functions correctly.

● The Orc Knight can be damaged by player attacks.

● The Orc Knight can damage the player.

● New enemy spawn appropriately according to game progression.

**New Tower Types**

● There are 6 new tower types added to the game.

● Each new tower has distinct visual appearance.

● The two projectile-firing towers correctly shoot at enemies within range.

● The healing tower correctly heals the player when in range.

● The damage tower correctly damages enemies within its range.

● The slowing tower correctly reduces enemy movement speed within its range.

● The electrical tower correctly generates current between two towers and damages enemies that pass through it.

● All towers function correctly after saving and loading the game.

**New Seed Types**

● There are 6 new seed types added to the game.

● Each new seed type has distinct visual appearance.

● Seeds correctly grow into their corresponding towers after the appropriate time.

● Players can select different seed types using number keys.

● The inventory correctly displays all seed types and their quantities.

● Seeds are consumed when planted and the inventory updates accordingly.

**Pause Menu**

● The pause menu can be accessed during gameplay.

● The pause menu displays options for: Load Game, Save Game, and Exit Game.

● Selecting "Load Game" correctly loads the last saved game state.

● Selecting "Save Game" correctly saves the current game state.

● Selecting "Exit Game" correctly exits to the main menu or closes the game.

● The game properly pauses (all animations and actions stop) when the pause menu is active.

**Level-up Reward Menu**

● The level-up reward menu appears when the player levels up.

● The menu displays various seed types as reward options.

● Players can select a seed reward from the menu.

● The selected seed is correctly added to the player's inventory.

● The menu properly dismisses after selection.

● The game properly pauses (all animations and actions stop) when the level-up menu is active.

**Enhanced UI**

● The UI correctly displays additional game information.

● All UI elements are clearly visible and do not obstruct gameplay.

● UI updates in real-time to reflect changes in game state.

● UI elements are consistent in style with existing elements.

**Game Over Screen**

● The game over screen displays the number of enemies killed.

● The game over screen displays the number of days survived.

● The game over screen displays the final level of the player.

● All statistics displayed on the game over screen are accurate.

● The game over screen appears correctly after player death.

**Day-Specific Enemies**

● Days 1-11 each have specified enemy types that spawn.

● From day 12 onwards, enemies spawn randomly.

**Day Transition Effect**

● A fade effect occurs when transitioning from one day to the next.

● The fade effect is visually noticeable but not distracting.

● The fade effect doesn't cause any gameplay interruptions.

● The fade effect works consistently for all day transitions.

## **Creative Elements**

**Challenge Level**

● Tactical squad enemies appear on day 5

● Tactical squad enemies display coordinated behaviors.

● Squad enemies cooperate to attack the player in organized patterns.

● The challenge level provides appropriate difficulty.

**Game Balance**

● Early game difficulty is appropriate for new players.

● Mid-game progression feels rewarding and challenging.

● Late-game challenges scale appropriately with player power.

● Player progression (leveling, seed acquisition) occurs at an appropriate pace.

● Enemy difficulty increases at an appropriate rate as the game progresses.