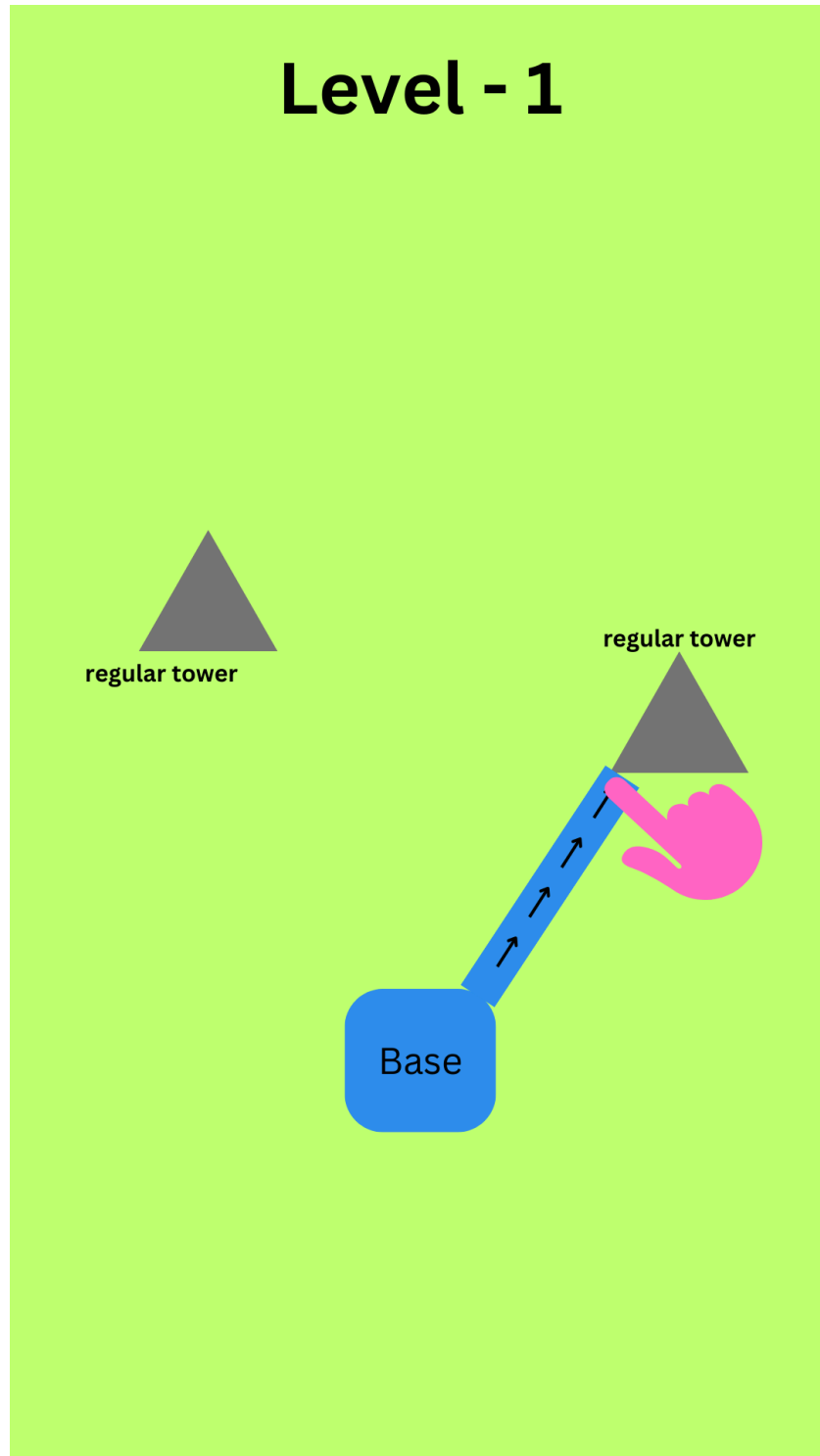# GLANCE TOWER DEFENSE
[LEVEL DESIGN DOCUMENT]

Description:

This document describes a basic layout for the first few levels.
Includes all necessary details and mockups about how the placements of objects, player base, towers, enemies will be.

LEVEL 1:

Level one will be like a tutorial level, explaining the player how controls work and what is the player agency.

Level - 2

regular tower

regular tower

regular tower

Base

Level - 3

Base

archer tower

regular tower

regular tower

Base

Level - 4

Base

Giant tower

regular tower

Giant tower

regular tower

Base

Level - 5

regular tower

regular tower

Base

Base

Giant tower

regular tower

regular tower

Level - 6

Base

Giant tower

regular tower

Base

Level - 7

Base

Giant tower

Base

archer tower

regular tower

Giant tower

Base

Level - 8

regular tower

regular tower

Base

archer tower

Base

regular tower

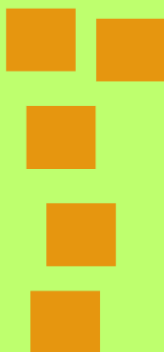regular tower

Level - 9

regular tower

Giant tower

regular tower

Base

Base

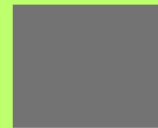regular tower
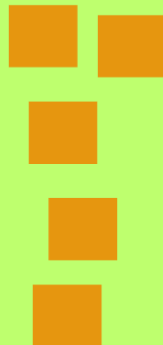
archer tower

regular tower

Level - 10

Base

Base

regular tower

Giant tower

Base

Base

regular tower

regular tower