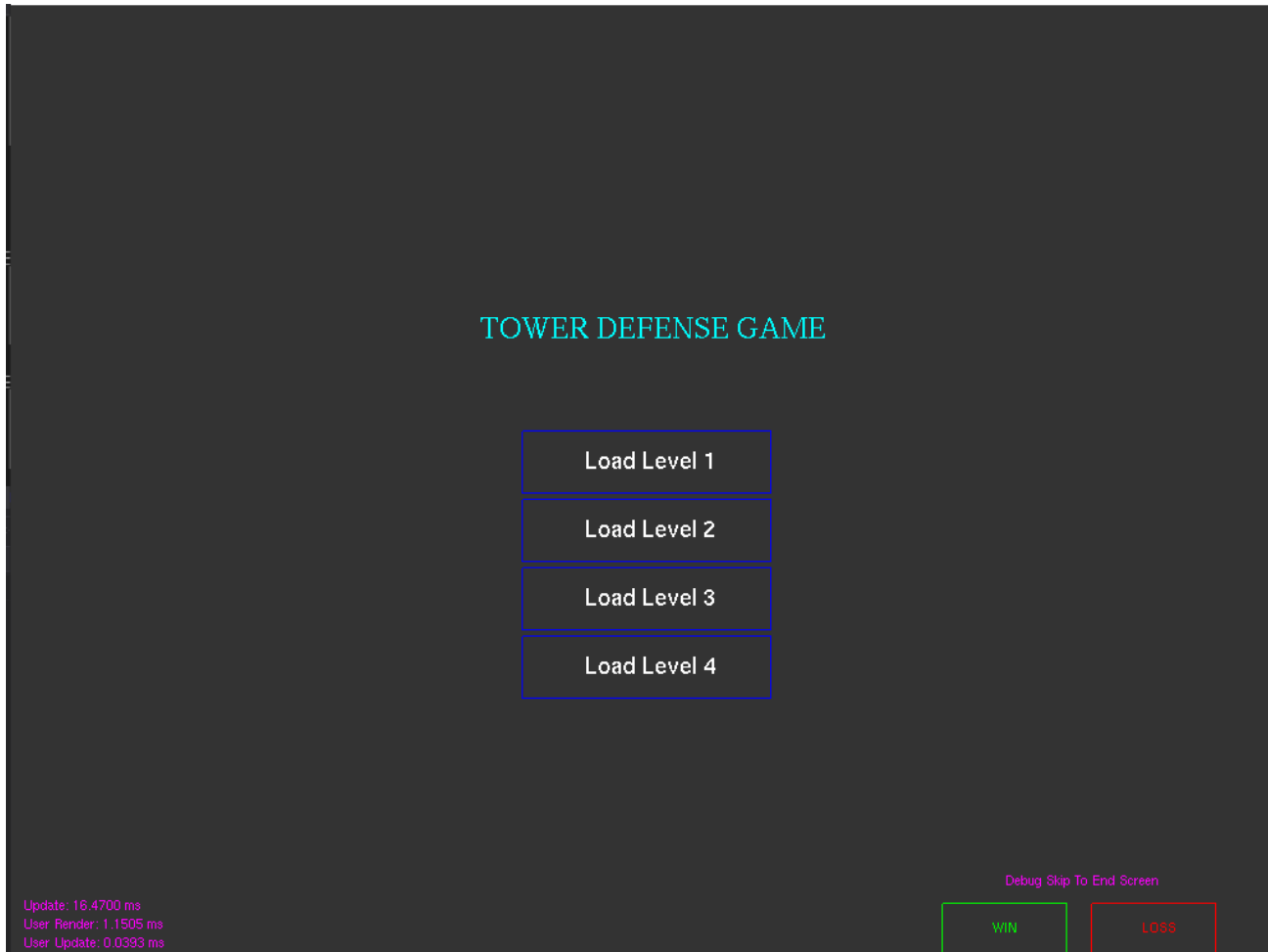


# Tower Defense Game

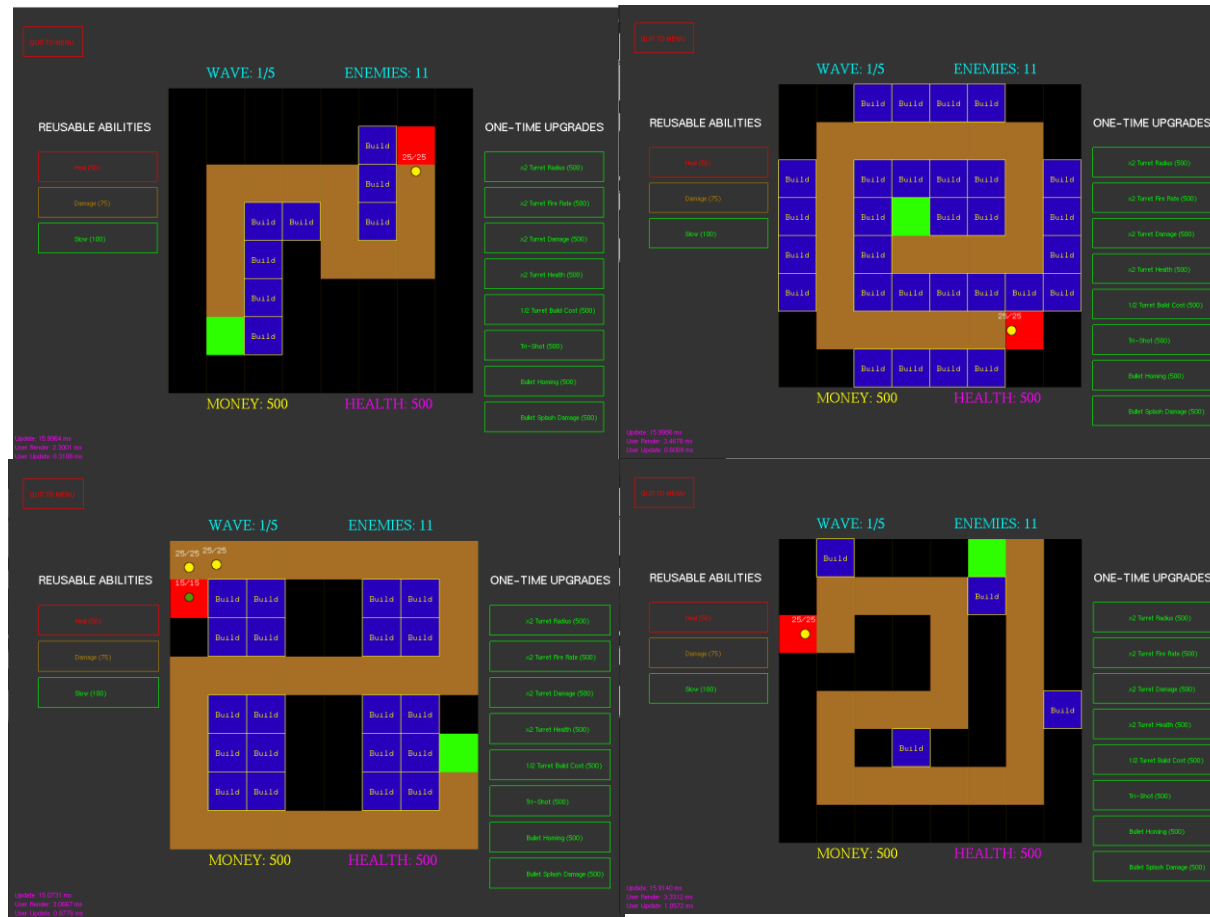
Ubisoft Next 2021

# Main Menu



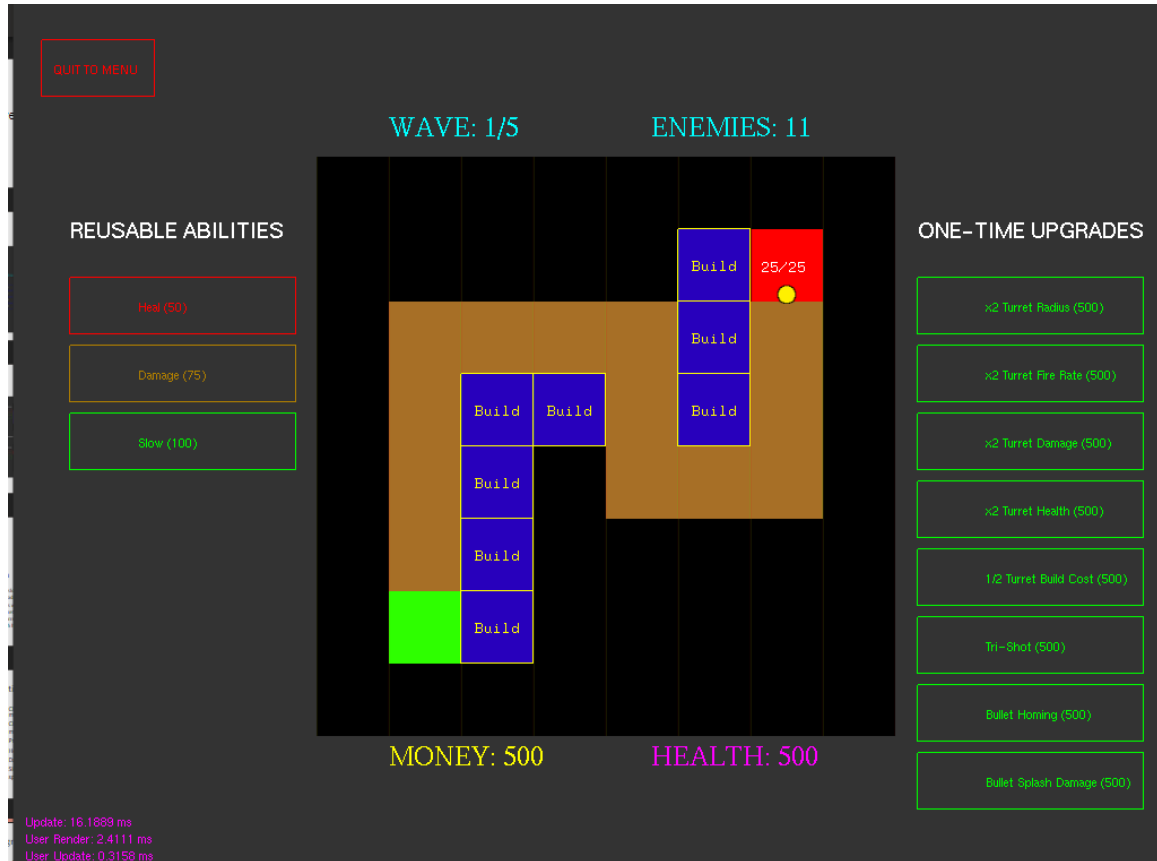
- Click one of the buttons to load a level
- Optionally use the debug controls in the bottom right to check out the end screen states

# Levels



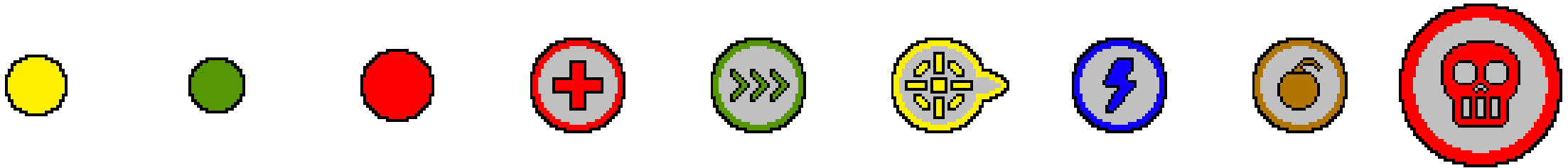
- Enemies spawn on red squares
- Player must defend green squares
- Enemies move on brown squares
- Player can build turrets on blue squares by clicking

# Main UI



- Top left -> quit to main menu
- Top middle -> wave and enemy count
- Left -> abilities
- Right -> upgrades
- Bottom -> money and health
- Middle -> game screen

# Enemies



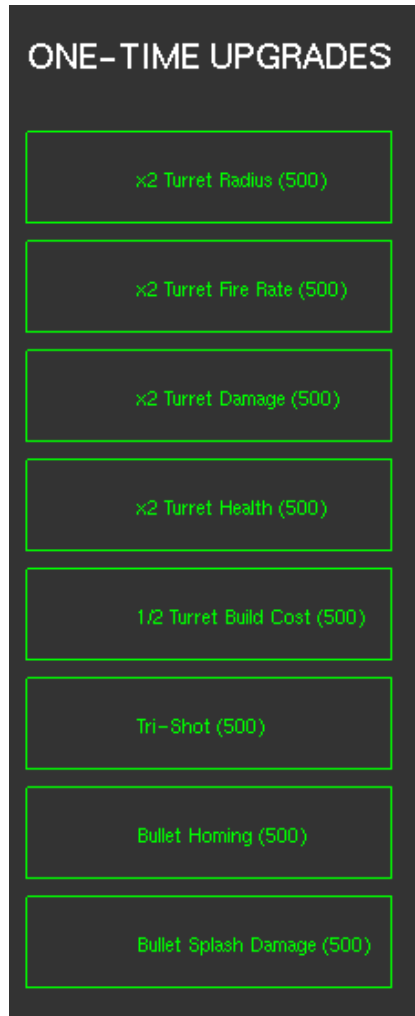
- From left to right:
- Basic -> just moves around
- Fast -> moves quicker
- Strong -> more HP, moves slow
- Healer -> heals allies in a radius
- Speeder -> speeds up allies within radius
- Shooter -> fires back at the player turrets
- EMP -> disables player turrets within radius
- Bomber -> damages any turrets with radius when destroyed
- Boss -> very slow, very high health, very high damage

# Reusable Abilities



- Click button to start ability (need amount of money in brackets)
- Circular targeting reticle will appear around the mouse
- Press space to trigger ability, right click to cancel
- Heal -> heals any turrets in the radius
- Damage -> damages any enemies in the radius
- Slow -> places a slow field that halves enemy speed for the duration within the radius

# One-Time Upgrades



- Click to trigger (need money in brackets)
- One-time use, upgrades all current and future turrets
- Tri-Shot -> shoots three bullets instead of 1
- Bullet homing -> bullets will home on target after a short duration
- Bullet splash damage -> when destroyed, bullets will cause damage to enemies within radius