Core Mechanics

Enemies path from spawn to player camp.

Tower weapons rotate to track passing enemies in range.

Towers fire projectiles at enemies.

Projectiles damage enemies

Create pool by ammo type

Click to add tower

Create pool by enemy type

Check if agent needs resetting on update ?

Sound effects

Map move

Main menu

Assets

**Fantasy Rivals**

Character\_BR\_ElementalGolem\_01

Character\_BR\_Slayer\_01

Character\_BR\_PigButcher\_01

Character\_SpiritDemon\_01

Explicit Requirements

Tower Placement: Players can place towers at designated spots along the path.  
Players have the ability to place defensive towers at designated spots along the path that enemies will traverse. The placement of these towers is crucial for effectively stopping the enemy waves.  
Different types of towers can be placed, each with their own unique abilities and range.

Towers: Different types of towers are available, such as Archer Tower, Cannon Tower, and Magic Tower. Upgrade Tower: Right-click or special onscreen action button Upgrade system for towers

Tower Upgrades: Towers can be upgraded to increase their damage, range, or add special abilities. Towers are not static; they can be upgraded to become more powerful. Players can upgrade a tower to increase its damage output, extend its range, or even add special abilities like slowing down enemies. Upgrades cost gold, which is earned by defeating enemies

Power-ups: Temporary boosts like double damage or freezing enemies can be activated during gameplay. Use Power-up: Number keys or onscreen ability buttons

Resource Management: Players earn gold by defeating enemies, which can be used to purchase and upgrade towers. Economy system for managing resources.  
Resource management is a key aspect of "Our Kingdom’s Last Stand." Players earn gold by defeating  
enemies. This gold can be used to purchase new towers and upgrade existing ones. Managing  
resources effectively is crucial for surviving the increasingly difficult waves of enemies.

Enemies: The game features various enemy types, each with unique attributes like speed, health, and resistance. Basic AI pathfinding for enemies  
Enemy Waves: The game features waves of enemies with increasing difficulty.

Terrain: Players will encounter different maps with unique terrains that affect tower placement and strategy.

Primary Objective: The main goal is to prevent enemies from reaching the end of the path.  
Secondary Objectives: Players can also aim to complete special challenges, such as not losing any towers or defeating boss enemies.

Controls  
Select: Mouse click or tap  
Place Tower: Drag and drop  
Art Style  
Visuals: The game will feature either isometric 3D or 2D sprites.  
Audio: The sound design will include medieval-themed music and sound effects for towers and enemies.