

Possible features:

<u>Upgrade</u>	Upgrade towers for more dmg/special abilities
<u>Elemental towers</u>	Fire Ice Electrical Poison Lazors
<u>Combination of towers</u>	2 or more towers combined to make one powerful tower
<u>1on1 Network</u>	Play against other players through network
<u>Difficulty settings</u>	ex. Hard with timed waves
<u>Boss Enemies</u>	One enemy with a lot hp
<u>Tower abilities</u>	Special abilities or fork in upgrade path
<u>Highscore</u>	Save highscore
<u>Different leves</u>	Have to complete easy gameboard -
<u>Player abilities</u>	Abilites the player can use