Outline

The scale of this project would be rather large, I would guess the towers would be scaled to about the size of the player, maybe a little larger. At the start of the game, the player would need to find a very larger open space to play the game. They would then need to choose a spot for the center of the play space. The object the player needs to protect would be generated there and the player would be told the direction that the enemies would be coming from and start with enough currency to place a tower. Killing enemies would give currency which could be spent to make more towers.

Models used

Sci-Fi Gravity generator by CoolWorks Studios

RPG Footman PBR HP Polyart by Dungeon Mason

Angel Statue by [piyushsp241](https://assetstore.unity.com/users/13469218974328)