Note: Highlight completed sections

Different aspects of the game:

* Main menu
* Basic game
  + Grid
  + Placement
  + Enemies
  + Towers with attacks/functionality
  + Resources
  + UI
* Random generation of levels
* Unlocking stuff between levels

Current plan:

* Make basic grid
* Place a tower
* Enemy that moves
* Fix current bugs with enemy
  + Projectiles go through
  + Game crashes on death
* Enemy health bar?
  + Ideally want enemies to degrade naturally, but may not be possible with online assets, so may want to just have health bars as a compromise
* Resource costs for towers
* Generate resources
* Implement the other 3 main towers
  + Resource generator
  + Wall
  + Mine
* Rename “Test\_tower” stuff to basic shooter
* Tower recharges
  + Visualize tower recharges
* Enemy spawning algorithm (waves and level progression)
  + Base level with preset credits per wave, randomly spend credits on enemies in random lanes
  + Each level increases overall credits, spread out evenly among waves
  + Different level lengths with different amounts of credits
  + Timer between waves
    - Timer can be superseded by damaging enemies fast enough, but would need to track overall health of enemies in wave for that to work
* Different enemies (different amounts of health for now)
* Make proper icons for towers with resource cost
* Pause menu
* Tutorial
  + Dialogue:
    - Hello
    - Welcome to Rouge Defense.
    - Here I will teach you the basics of defending yourself.
    - First, you’ll need to understand the basic mechanics of the game.
    - Over here in the top left is your resource count. (put arrow to resource count)
    - You need these resources to place your towers. (put arrow to towers)
    - You generate resources over time, but you’ll want to also place some resource producers to speed up your resource generation.
    - Here, place a resource generator now.