Features:

1. Information panel.

A panel displaying the name of the base, as well as the current scores and the current money of the user is shown on the right side of the gameplay screen. The initial money owned by the user is set to $300.

1. Buy Tower.

Users can buy the tower in the power shop below the gameplay screen using their current money, whose amount is displayed on the information panel. The prices of each towers are listed, and if the user doesn’t have enough money, a warning will be displayed at the information panel on the right of the gameplay screen. The user can return the tower by clicking the “return” button before placing it on the map, and the corresponding amount of money will also be returned.

1. Place Tower.

After successfully buying the tower, user can place the tower on the map. The available grid will be highlighted to orange as the user hovers through the map. By clicking on the selected grid, a tower can be placed. If the grid doesn’t allow building towers, a warning will be displayed on the information panel: “WARNING: Grid not available”.

1. Generate attacking waves:

After a tower is placed, it starts to generate attacking waves. Towers with higher price normally have larger attack range and can cause more hurt on monsters. When the wave generated by a tower overlaps with the monsters, the monsters will be hurt(the amount of the blood of monsters will be decreased).

1. Gain money and scores:

A user will be rewarded money and scores every time a monster is killed, which will be displayed on the information panel.

1. Moving monsters:

Monsters will be generated at some certain rate, and will be moving according to some routes toward the base. If the monster approaches the base before it is killed, the HP value of the base will be decreased.