**Enemies**

* Should go from the spawn point until the endpoint (the rainbow) avoiding the towers (somehowz?) – STILL FIGURING THIS OUT
* ~~Attack the rainbow by touching it, they cannot damage the towers tho (Suicide when touching the rainbow)~~ -- DONE
* ~~Have HP~~  -- DONE

**Player**

* Build/destroy towers on a grid
* Collect points that spawn randomly
* Improve rainbow stats (HP, Attack, Deffense)
* Upgrade towers attack
* Get point for kill x

**Tower**

* Attack enemy players that enter the collision area

**Rainbow**

* Attack the enemies when they touch it (making them explode)
* End game if destroyed

**Spawner**

* Should spawn enemies randomly in the Y axis on a specified X point
* Create/manage waves of enemies