1. A Start Menu with options to play or exit the game. \_\_\_\_\_\_\_\_\_
2. A background layout corresponding to the figure in section 4.1 of the requirements document. \_\_\_\_\_\_\_\_\_
3. The user starts with a set amount of money, and the money amount increases with each enemy defeated. \_\_\_\_\_\_\_\_\_
4. The user starts with a set amount of lives that decrease when an enemy reaches the end of the route. \_\_\_\_\_\_\_\_\_
5. The user can click a tower type and place the tower by clicking a location on the map.

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1. Every tower has a graphic, does damage to enemies within a specific range and at a certain speed, and costs a certain amount to place. \_\_\_\_\_\_\_\_\_
2. Enemies, or mobs, have a graphic, hit point amount that decreases as they are hit, and a speed at which they move through the route. \_\_\_\_\_\_\_\_\_