Development Path

Goal: Develop a challenging tower defense that allows many customized paths to victory, which offers replayability.

Programming:

* More towers
  + Upgradeable Towers
  + Tier 2 upgrades for 5 base towers.
  + Tier 3
  + Support towers
* Balance enemies & towers
  + Create an increasingly difficult challenge based on a slope, balance towers & upgrades around that.
* Damage/Armor types
  + Elemental, phys
* New enemies
  + Air, invincible, reduced ele dmg
* More tower effects
  + Stun?, Crit, Increased DMG %, Increased spell effect %,% of Max HP
* UI Improvements
  + Useful tips pop-up
  + Custom wave sender (DONE)