Development Path

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

Programming:

* **More towers**
  + **Tier 2 upgrades for 5 base towers.**
  + **Tier 3**
  + **Support towers**
* ~~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
  + ~~Buffs~~
    - ~~AtkSpeed~~
* Game screens
  + Win screen
* Sound
  + Towers
  + Clicks
  + Creeps Walking
  + Music
* UI Improvements
  + ~~Useful tips pop-up (DONE)~~
  + ~~Custom wave sender (DONE)~~
  + ~~“Can’t Afford This”~~
  + Tutorial
  + Win Screen
* Options
  + ~~Restart~~
  + ~~Main-Menu~~
  + ~~Sound Options~~
    - ~~Music~~
    - ~~SFX~~