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
* Tower Upgrades
  + Bronze, silver, gold borders.
* 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
  + ~~Buffs~~
    - ~~AtkSpeed~~
* Sound
  + Towers
  + Clicks
  + Creeps Walking
  + Music
* UI Improvements
  + ~~Useful tips pop-up (DONE)~~
  + ~~Custom wave sender (DONE)~~
  + ~~“Can’t Afford This”~~
  + Tutorial
* Options
  + Restart
  + Main-Menu
  + Sound Options
    - Music
    - SFX