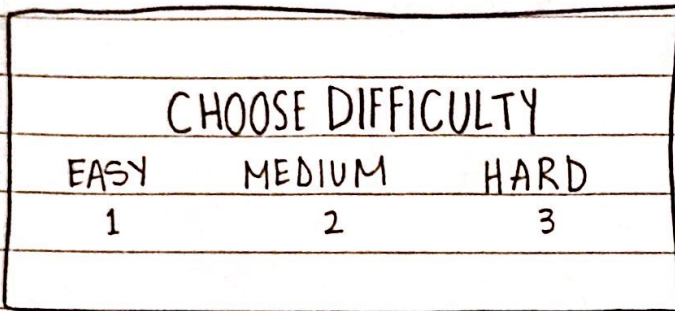
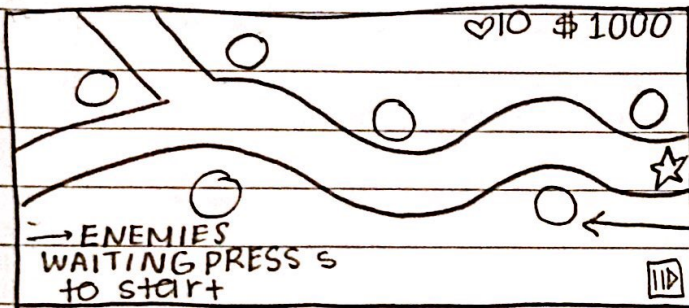


# STORYBOARD



User choose's difficulty of game — the harder the game, the greater speed and quantity of enemies

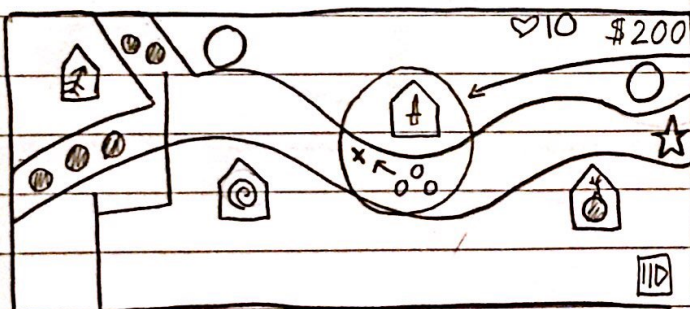


USER GIVEN CERTAIN AMOUNT OF MONEY TO BUILD TOWERS

HERO → press certain key to indicate type

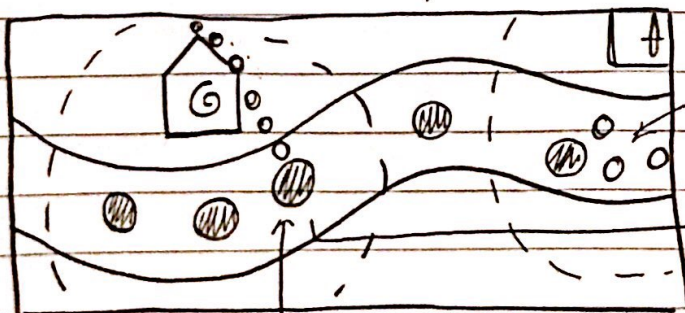
→ USER SELECTS TYPE AND BUILDS TOWERS ON EMPTY PLOTS

↳ USER PRESSES s to call enemies



move soldiers anywhere in range on path w/ mouse

HERO CAN move anywhere on path



SOLDIERS STOP ENEMIES FOR BATTLE

towers attack enemies in range



