1. **List of possible features**

* Adversary pathways that change constantly and better AI intelligence
* Cooperative or competitive multiplayer modes
* Upgrades to towers and new weapons
* Customizable landscape and maps
* Boss fights with special skills
* Day/night cycles and the impact of the weather
* System of resource management and economics
* Options for action, such as stopping time or calling in reinforcements
* Touch controllers and mobile compatibility
* Content created by users and a level editor
* System of in-game achievements and prizes
* Characters with voice acting and the development of the plot.