

Goals of the player:

- Start the game with main menu with “play” and “options” buttons
- Be able to change the difficulty to customize the experience
- See the background (board) with tiles clearly shown
- Interact with a bar at the top of the screen that displays the user’s score, money, and available towers
- Place towers down on a board
- See towers pop up when placed
- Have the towers damage and eliminate the enemies
- Have multiple types of towers and enemies to interact with
- Be able to pause the game
- Be able to exit the game
- See enemies spawning on the right, moving left
- See enemies destroy towers upon interaction
- Experience a game over when enemies reach the left side of the screen)
- See enemies in ways that reflect the game's theme
- Fight enemies that spawn in a way that makes the game more challenging over time

Incomplete:

- Sell towers back for some fraction of their original cost
- See the stats for the tower at the bottom of the board when having selected it
- See semi-transparent preview of tower when hovering over tile
- Be able to place different towers with unique special effects (e.g. slowing enemies down)
- Being able to face stronger enemies after the game progresses for a certain amount of time