**Player Encounters**

**Player runs into enemy**

* Player gets pushed back and knocked down and remains immobile for a couple seconds.

**Player runs into terrain (mountains, water, etc.)**

* Players progress is halted as terrain is blocking the path
* If the terrain tile is suitable, the player can build a tower in the tile

**Player runs into tower**

* Players progress is not halted as player can move freely through their own towers
* Player has the ability to sell the tower
* Player has the ability to upgrade the tower provided the player has enough resources

**Player moving over free tiles**

* Player has the ability to build a tower provided the player has enough resources
* Player can continue moving through tile

**Player runs into resources**

* Players progress is halted as resource is blocking the path
* Player has the ability to harvest resource

**Player tries to build a tower**

* A check is done to determine if currently tiles is valid for tower building
* A check is done to determine what towers can be built based on the players current resources
* A menu displaying towers that can be currently built is shown, towers which cannot be built are also displayed but their selection is disabled and required resources to build disabled towers is displayed

**Player initiates a tower build**

* Resources are removed from the player as per the cost of the tower
* Player is free to move away as the tower will auto build to completion

**Player selects a tower**

* The towers attack radius gets displayed
* A menu pops up and displays the following three options: Sell the tower and how much resources the player will receive for selling, tower information, and upgrade tower and the amount of resources required to upgrade the tower
* Player can click on a enemy to make the tower focus its attack on that enemy

**Player initiates a tower upgrade**

* A check is done to see if the player has enough resources to upgrade the tower
* If the check passes, resources are removed from the player as per the cost of the upgrade
* Player is free to move away as the tower will auto upgrade to completion

**Player initiates a tower sell**

* The tower gets destroyed
* Resources are added to the players total resources

**Player views tower information**

* A tool-tip style pop-up appears displayed the tower attack power and rate of fire

**Player harvests resources**

* Resources of the type being harvested get added to the players total count
* Player will automatically continue harvesting the current resource until the resource is depleted or is moved away from the resource

**Tower Encounters**

**Tower gets built**

* Build animation plays and upon completion, tower enters idle state

**Tower sitting idle**

* Tower continually checks to see if an enemy has entered its attack radius

**Enemy enters towers attack radius**

* Tower switches from idle state to its attack state and begins to auto fire
* Towers prioritizes attack on a first to enter the attack radius basis

**Tower kills an enemy**

* If there are more enemies in the towers attack radius, tower continues to attack prioritizing enemies on a first to enter the attack radius basis
* If there are no enemies left in the attack radius, tower switches to an idle state

**Enemy leaves towers attack radius**

* If there are more enemies in the towers attack radius, tower continues to attack prioritizing enemies on a first to enter the attack radius basis
* If there are no enemies left in the attack radius, tower switches to an idle state

**Tower gets upgraded**

* If tower is in an attack state, tower switches to an idle state and begins its upgrade animation
* Once upgrade animation is done, tower returns to an idle state

**Tower gets sold**

* If tower is in an attack state, tower switches to an idle state and begins its salvage animation

**Enemy Encounters**

**Enemy enters level**

* Enemy calculates shortest path to player base
* Enemy moves toward player base following the shortest path

**Enemy moving**

* If enemy receives a resource depleted event, enemy recalculates the shortest path to the player base/spawn point
* Enemy continues moving toward player base/spawn point following the shortest path

**Enemy reaches player base**

* Enemy grabs villager and begins returning to its spawn location following the shortest path
* If no villager is present at the player base, enemy begins returning to its spawn location following the shortest path

**Enemy runs into player**

* Enemy knocks player aside and continues moving toward the player base/spawn point following the shortest path

**Enemy runs into villager**

* If enemy is carrying its max amount of villagers, enemy ignores villager and continues returning to spawn point following the shortest path
* If enemy can carry villager, enemy grabs villager and begins or continues returning to spawn point following the shortest path

**Enemy gets attacked by tower**

* If attack is a damaging attack, the amount of the attack damage is subtracted from the enemies remaining health
* If attack damage is more than enemies remaining health, enemy enters death state
* If attack is a slowing attack, enemies movement speed is reduced temporarily

**Enemy enters death state**

* If enemy is carrying villager(s), enemy drop villager(s)
* Enemy death animation plays

**Other Encounters**

**Villager gets dropped by enemy**

* Villager begins walking back to player base following the shortest path

**Villager walking back to player base**

* If villager receives a resource depleted event, villager recalculates the shortest path to the player base
* Villager continues moving toward player base following the shortest path

**Resource depleted**

* Resource depletion animation plays
* Tile occupied by resource becomes empty but remains in a non buildable state
* Resource depletion event gets sent to event handler