# Main process

The main process is the player which plays the game

* The player starts the game, which he already has installed.
* He selects the standard mode.
* The player receives a specific amount of game currency.
* The player spends the money to place towers.
* The enemies are coming in waves.
* The towers try to shot down the enemies.
* A tower kills an enemy and the player receives money, which he can spend again for towers.
* An enemy reaches the players base and the base losses some health point.
* The player survives all waves and wins the game.

# Additional requirements

* The game should run with at least 30 frames per second even on low end PC’s.
* The GUI will be touch friendly.
* The language will be English.
* The first release will only be on PC.