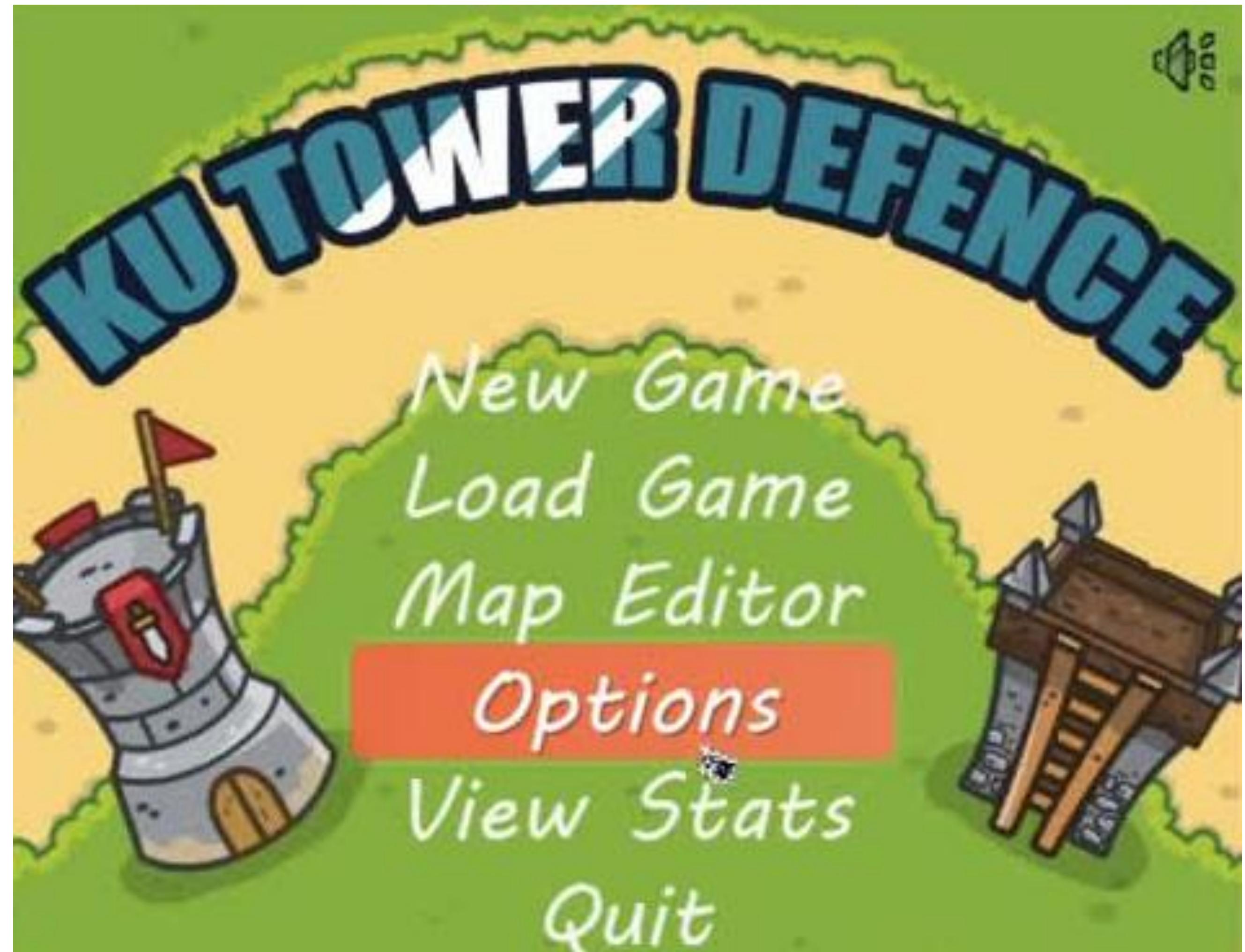


# EXTRAS

LET'S PLAY

CONTINUE





DIFFICULTY  
SKILL  
SELECTION



# POISON TOWER

POISON EFFECT

TOXIC BLAST



# EXTRA ENEMIES

TNT

BARREL

TROLL



ULTI

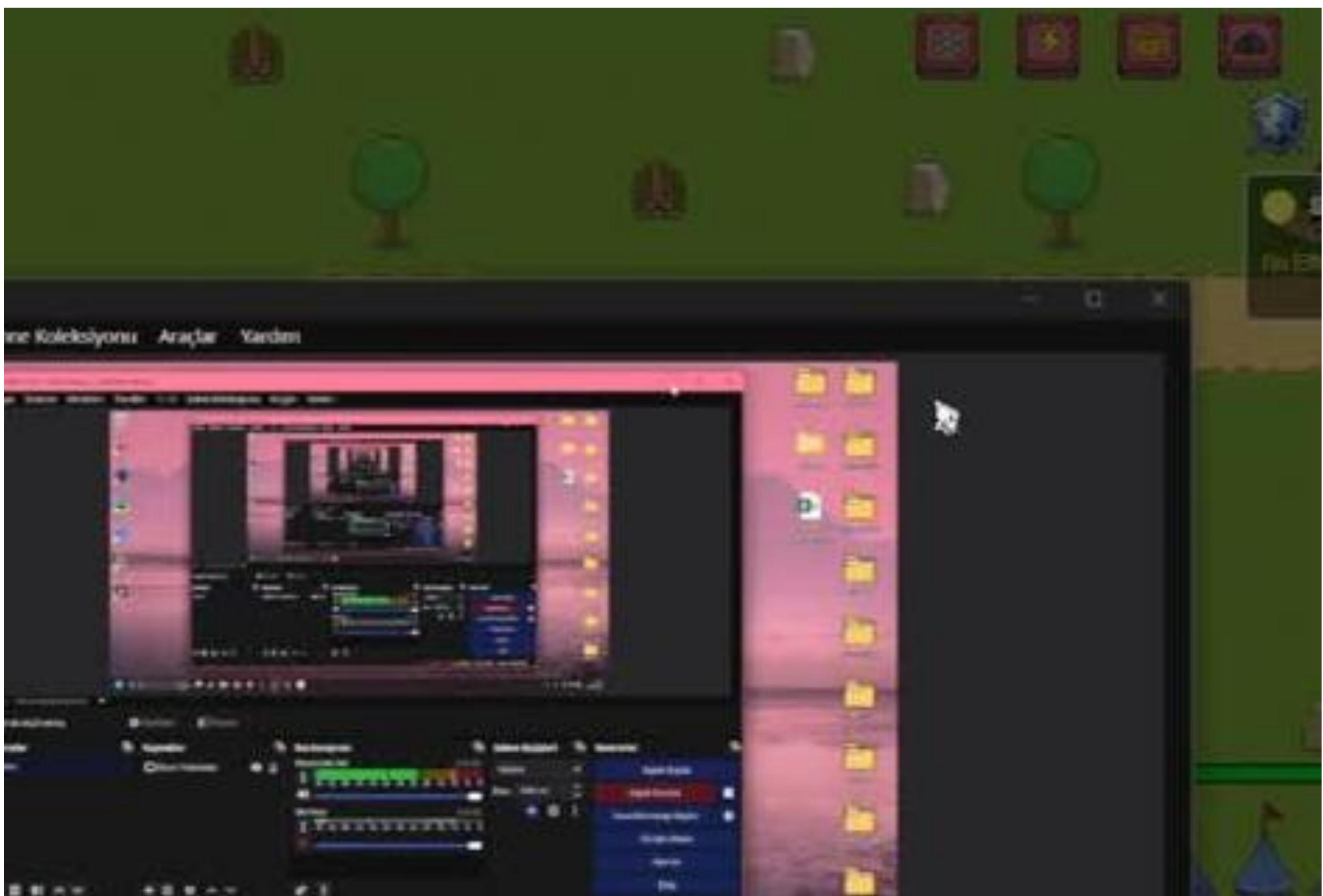
LIGHTNING

GOLD FACTORY

FREEZE

EARTHQUAKE









INVISIBLE  
GOBLINS

LIGHT UPGRADE

# SEASONS

AUTUMN

WINTER

SPRING

SUMMER

# WEATHER

WINDY

SNOWY

RAINY

CLEAR





SOUND EFFECTS

BG MUSIC



## WARRIOR

TNT WARRIOR

WIZARD

ARCHER





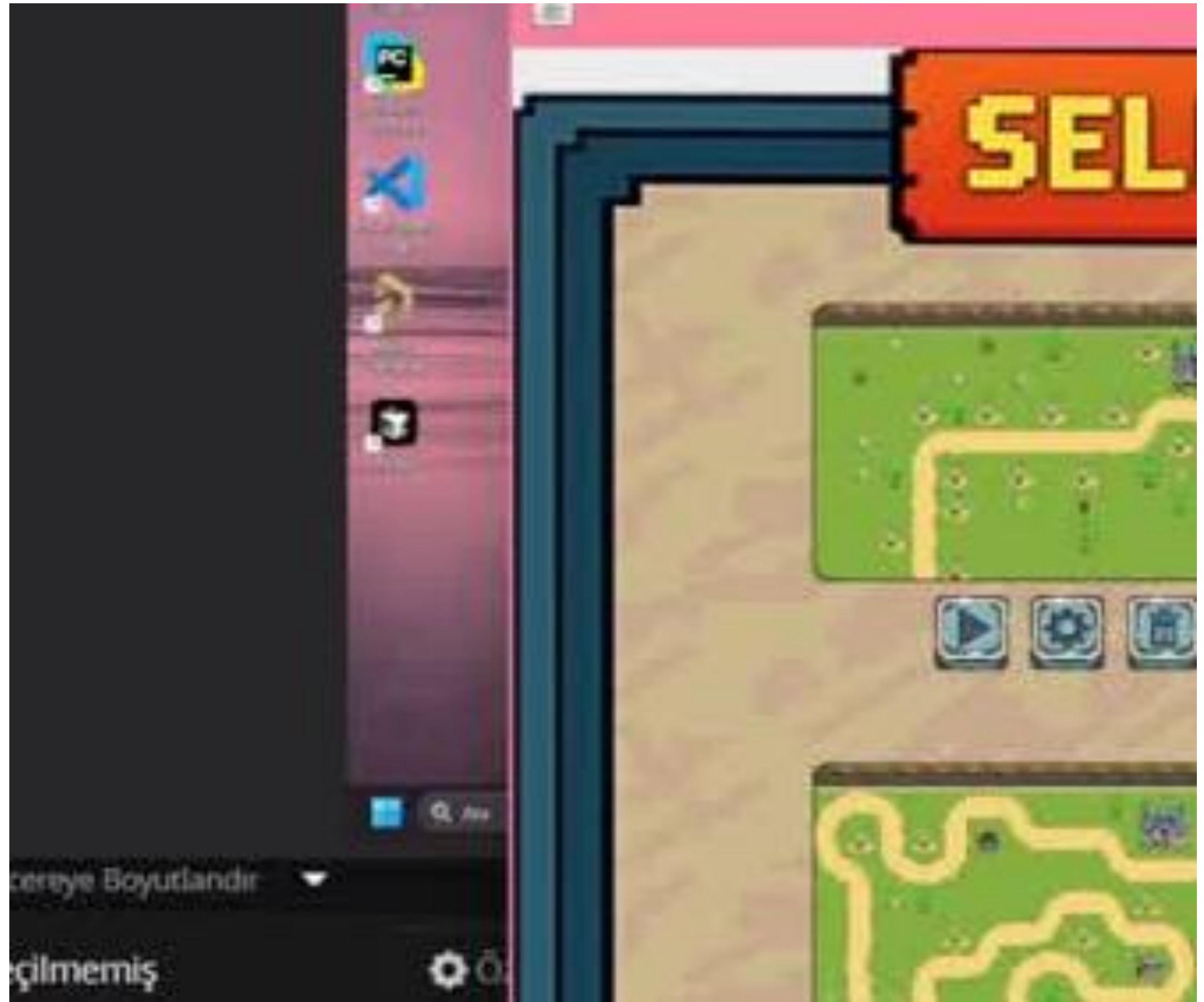
## TOWER TARGETING STRATEGIES

FIRST ENEMY

LAST ENEMY

STRONGEST

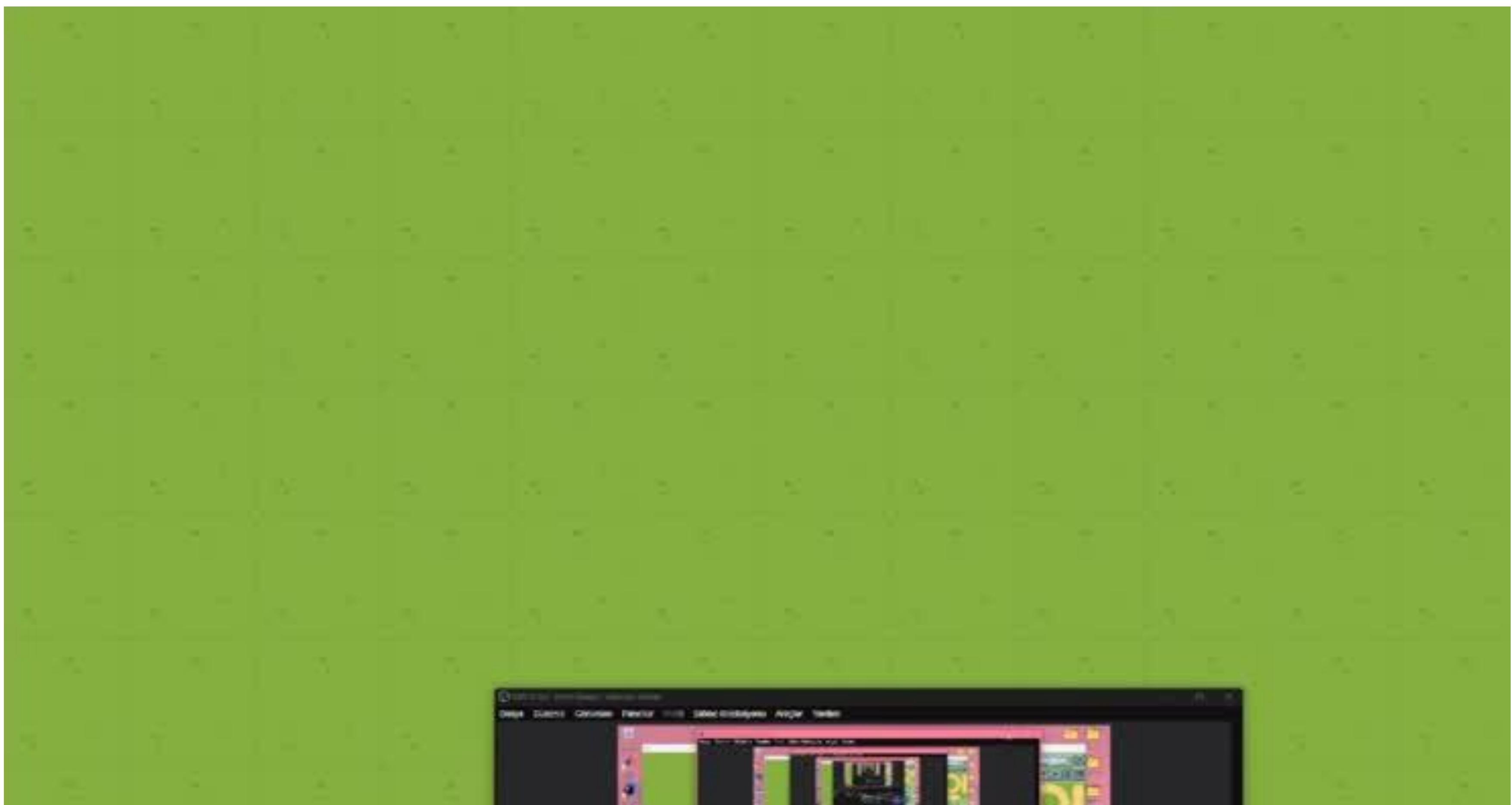
WEAKEST



MINING

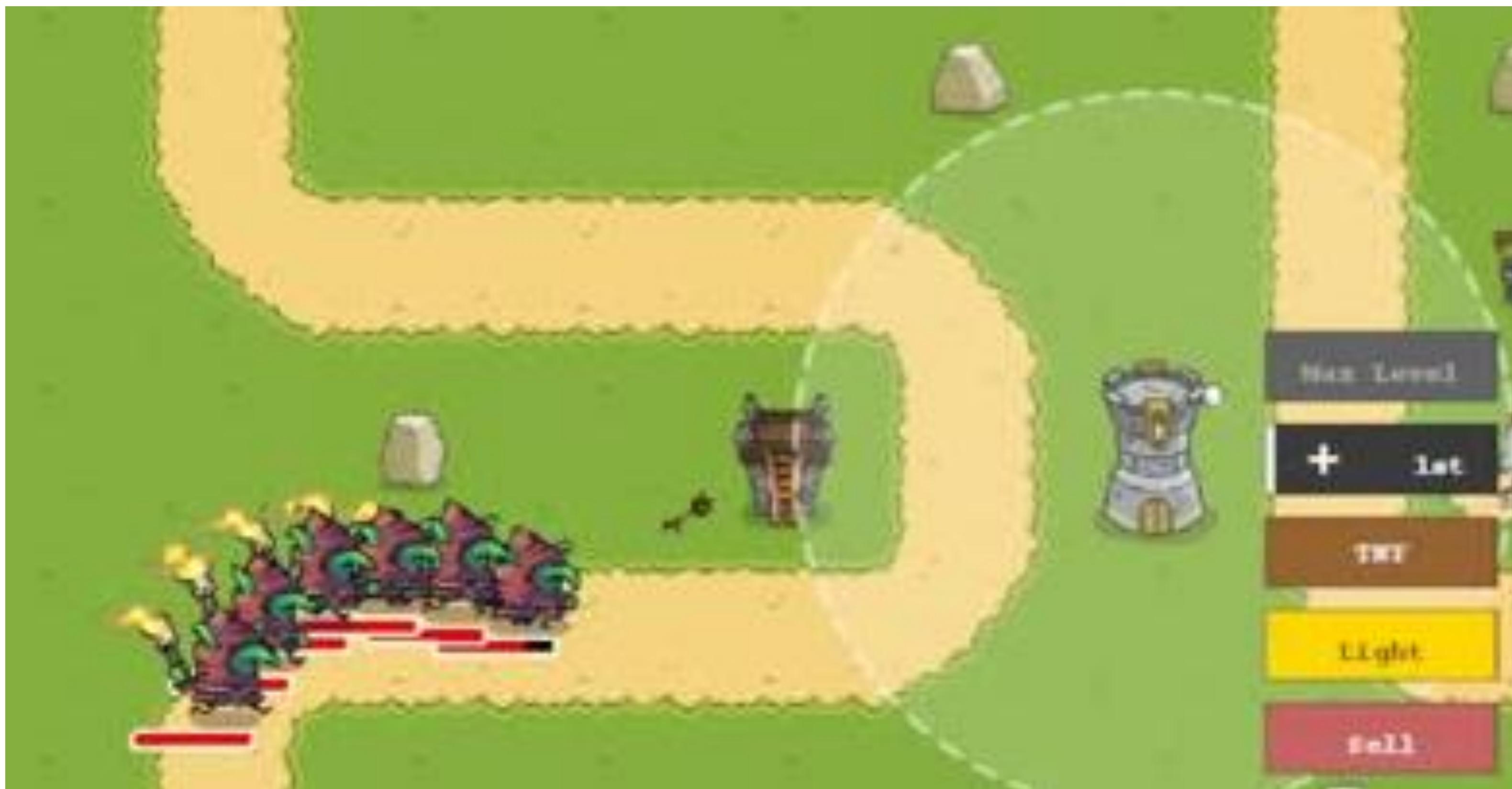
BURNING

# SMART ROUTING





# PIXEL PERFECT ROTATION - ROTSPRITE ALGORITHM -



# GAME STATISTICS

Map: defaultlevel

Gold: 315

Enemy Spawns: 1

Tower Built: 1

## VICTORY

Map: defaultlevel

Gold: 305

Enemy Spawns: 1

Tower Built: 3

## DEFEAT

Map: full\_map

Gold: 930

Enemy Spawns: 80

Tower Built: 5

## Details

Map Name: full\_map

Result: Defeat

Gold Earned: 930

Enemies Spawns: 80

Enemies Reached End: 40

Enemies Defeated: 21

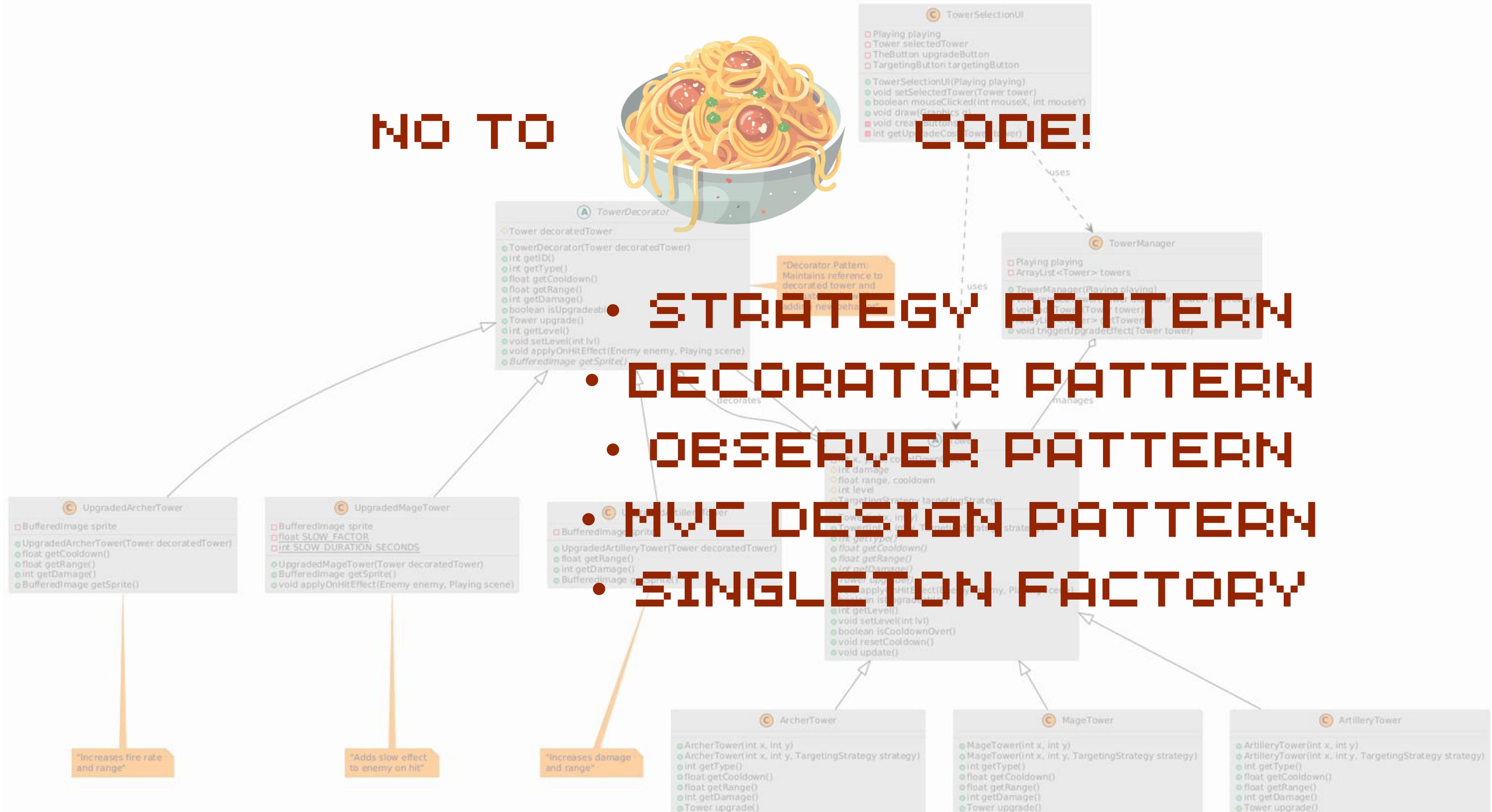
Towers Built: 5

Total Damage: 3714

Time Played: 154s

Back

Tower Decorator Pattern - Class Diagram





# THANKS FOR PLAYING

END

AHMET

DOGU

EMIR

MERT

TALHA