To-do:

~~-Que se pueda ver la vida de las paredes~~

~~-Agregar el boton de las waves~~

~~-Agregar ui para ver los stats de las torretas~~

~~-Agregar numeritos que muestren cuanto dañan las torretas al golpear a los enemigos~~

~~-Agregar una cancioncita gratis de por ahi nomas para que suene algo~~

~~-Equalizer walls~~  
~~-Agregar mas posiciones de zoom~~

~~-Torretas solo atacan su lane respectiva~~

~~-Hacer un poco mas obvio en que hex vas a poner la torreta, tal vez una confirmacion y si le das tap de nuevo se construye o algo~~

~~-Que pierdas si te chingan una pared~~

~~-Menu de derrota/victoria~~

~~-Hacer mas pequeñas las barras de vida y los popup numbers cuando estas zoomeado~~

~~-Agregar sonidos (aunque sean simples) para los disparos y cuando das tap en la ui~~

~~-Que se vea que torreta esta seleccionada cuando le das tap a una para upgradear/vender~~

~~-Que se pueda ver el rango de las torretas..~~

~~-Mostrar los stats actuales de la torreta~~

~~-Agregar tooltips/mini tutorial para los testers~~

Enemies can attack two walls if they're big enough

Increase pan speed when zoomed out

Pop-up numbers get bigger over time

**Optimizing the game**

* Replace all 'for each'
* Use hash instead of strings
* Optimize use of Find/GetComponent
* Separate UI elements that change a lot from those that don't
* Change/deactivate OnMouse calls for mobile
* Deactivate Read/write on textures and on models that don't need mesh colliders
* Disable rig on non-character models
* Enable Mesh compression (except vertex) (models)
* Mesh Renderer - Cast Shadow - off, Receive Shadow - off, use light probes - off, Reflection probes
* Ensure sizes aren't too large for textures, 1024 x 1024 UI atlases, 512 x 512 model textures
* AUDIO - Vorbis compression for Android, "Force Mono", Set Bitrate as low as possible
* REPLACE ALL For Each

**Theme**

Geometrical tech noir

**Gameplay**

-Progress through levels with increasing difficulty

-Farmable materials for upgrades (with option for material purchase to reduce grinding)

-energy system?

-Endless mode option

**Defense units**

-Unique

-Upgradeable (Star system \* \*\* \*\*\* \*\*\*\* \*\*\*\*\*)

-Obtainable through gameplay, available through loot boxes

-Special units only available by paying? (just slightly stronger than regular units)

**Enemy units**

**-**Geometry based (Triangles, Squares, Hexagons, etc)

-Different attack patterns

Bioshockish

Neo Tokyo