## Premise

Control an auto-shooting Siege Engine with multiple customizable layers and adjustable movement options.

Defend against enemies that can only be hit by certain heights of tower layers.

Collect resources to sustain your Siege Engine resource production and modify your weaponry.

Players can return to the Stationary City at their discretion to deposit their resources, but more / higher quality resources become available as the day goes on.

Upgrade the Stationary City to unlock new weapons and permanently buff your stats.

## Moving Castle Layers and Basic Abilities

Bullet Stats

* Damage
* Speed
* Penetration
* Knockback
  + Makes enemies intangible to other enemies while knocked back
* Range/lifetime

Layers

* Layer 1/1.5: Ground
* Layer 2: Tall Units
* Layer 3: Very Tall Units
* Layer 4: Aerial Units

Weapons

* Spiral Gatling
  + Barrel constantly spins around the tower and fires at a high fire rate
  + Low damage, high knockback
* Sniper
  + Targets enemies at +- 1 layer
* Heat Vent
  + Periodic close range blasts of fire
  + Low knockback, high damage, slow speed
* Air Vent
  + Periodic close range blasts of air
  + High knockback
* Laser
  + Targets specific targets and creates a beam, damaging all enemies in beam
* Grapeshot Shotgun (static)
  + Auto firing shotgun that can be placed at a player-selected angle and never moved
* Cannons (Diagonal / Cardinal)
  + Average weapon aimed in 4 directions, determined on spawn
  + Medium fire rate, medium damage, low medium knockback, medium pierce
* Explosive Cannon (Static)
  + Aimed in 2 opposite directions, determined by player
  + Explodes on impact
    - High damage, high knockback
* Ballistae
  + 8 direction tack shooter
* Dragonator
  + 8 direction stabber
  + High damage while extending, low knockback
  + lower damage when extended, medium knockback
  + very low fire rate, activated on proximity
* Explosive Mortar
  + targets area in front of strongest enemy on ground
  + long range
  + high explosive damage, high knockback
* Harpoons
  + Shoot at current layer and +1
  + Any air enemies get impaled and fall to ground, having very slow movement speed
* Mage Tower
  + Shoots at closest enemy in current layer and -1
  + Low knockback, medium damage

Locomotion

* Walker legs
* Tank Treads
* Spider Legs
* Shopping cart wheels

## Enemy Types

Health

* Low: 25
* Medium: 50
* High: 75
* Very High: 100
* Boss: 125

Speed

* Low : 1
* Medium: 2
* High: 3

Damage

* Low: 5
* Medium: 10
* High: 15

Goblin

* 2 unit tall
  + Slightly shorter than 2 units
* Low health
* High speed
* Low damage

Orc

* 2 unit tall
  + Slightly taller than 2 units
* Medium health
* Medium speed
* Medium damage

Ogre

* 3 units tall
* Medium health
* Medium speed
* Medium-High damage

Troll

* 3 units tall
* High health
* Low speed
* High damage

Giant

* 4 units tall
* Very high health
* Very low speed
* Very High damage

Harpy

* Flying, any layer except ground (PLACEHOLDER: AERIAL)
  + Different colors fly at different heights
* 1 unit tall
* Low health
* High speed
* Low damage

Wyvern

* Flying, only top 2 layers (PLACEHOLDER: AERIAL)
  + Different colors fly at different heights
* 2 units tall (grows downwards)
* High health
* Medium speed
* Medium damage

Dragon

* Flying, top layer only
* 2 units tall
* Very High health
* Medium-Low speed
* High damage
* (remove following 2 if its too complicated for the vibes of an auto shooter)
* Can change height (?)
* Keeps distance at low health, attacking with fireballs (?)

## Tower Upgrades

## Run-Constrained Resources

## Townbuilding Progression