Premise

Control an auto-shooting moving castle 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 castle’s resource production and modify your weaponry.

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

Tower Layers and Basic Abilities

Layers

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

Enemy Types

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
* 1 unit tall
* Low health
* High speed
* Low damage

Wyvern

* Flying, only top 2 layers
* 2 units tall (grows downwards)
* High health
* Medium speed
* Medium damage

Dragon

* Flying, top layer only
* 2 units tall
* 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

Towerbuilding Progression