



Tower Defense Template

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Summary:

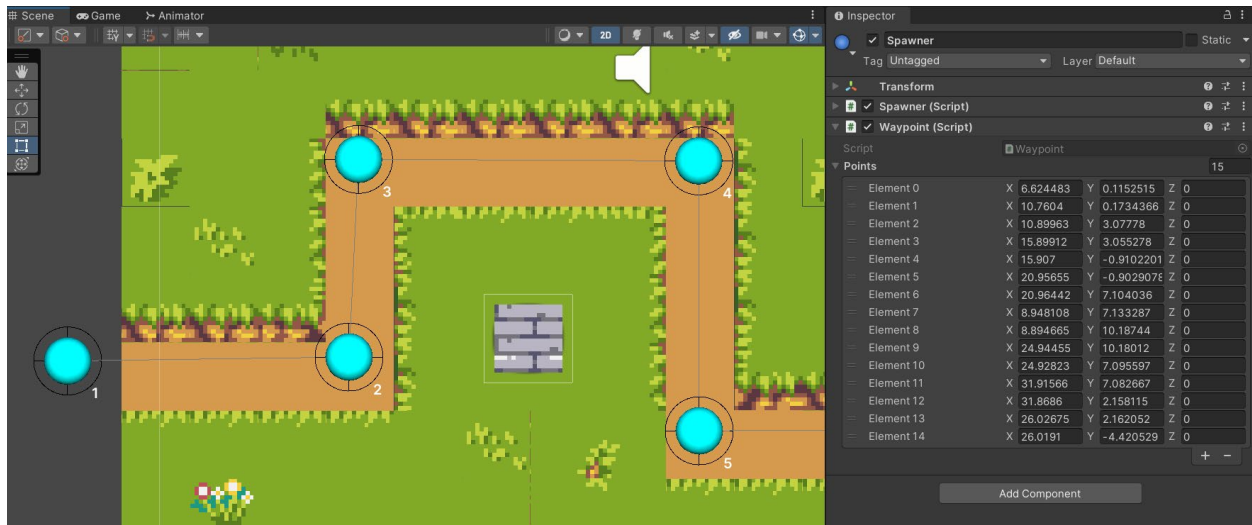
Start building your dream tower defense game using this prototype that contains the core foundations to build and expand any tower defense game.

Package details:

With this Tower Defense game prototype, we hope you enjoy the video and the game.

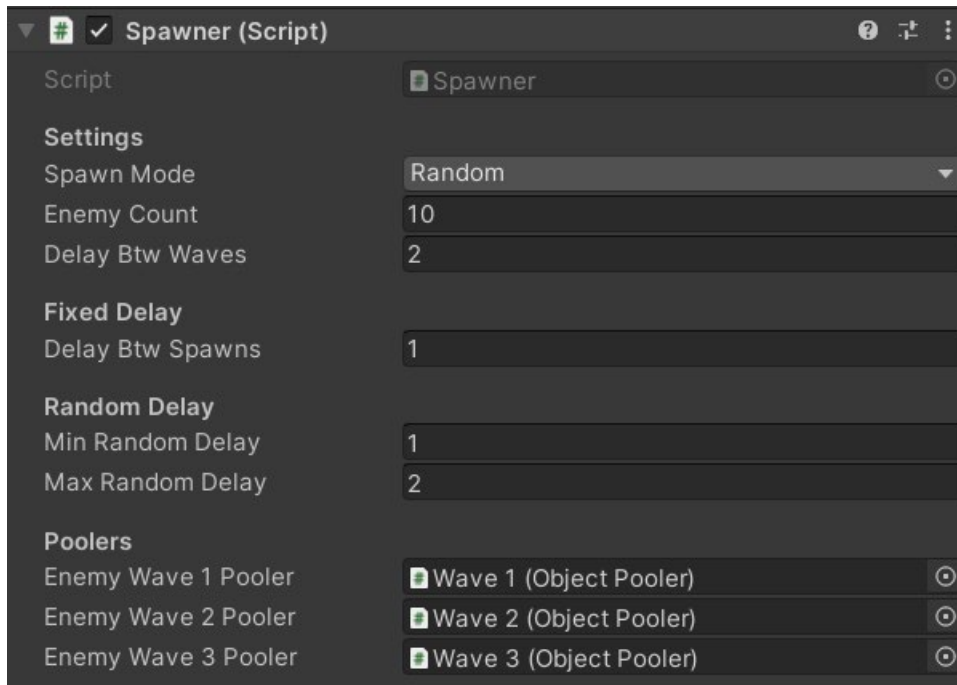
- Adjustable Waypoints system with handlers
- Enemies Spawner
- Customizable enemies' properties
- Customizable turrets with various turret types
- Game shop & Currency System
- Achievements System

Adjustable waypoints system:

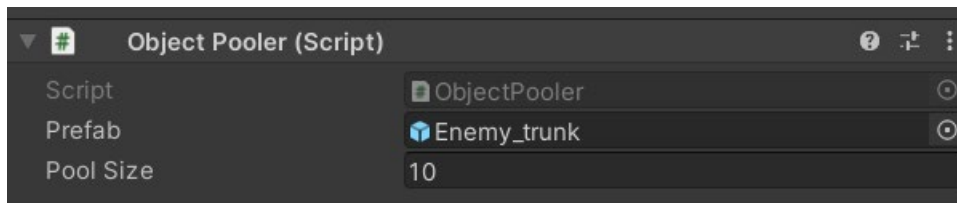


You can easily add as much as waypoints as you need for your tower defense game and adjust their positions easily in the scene view by simply drag and drop the handlers.

Enemies Spawner:



With the enemy spawner, you can switch the spawn mode between Random spawns with delays and Fixed spawns which have fixed delays between spawns in addition to controlling the number of enemies you want to spawn, the delays between the spawns, and of course which enemy prefab to spawn using the object pooler.



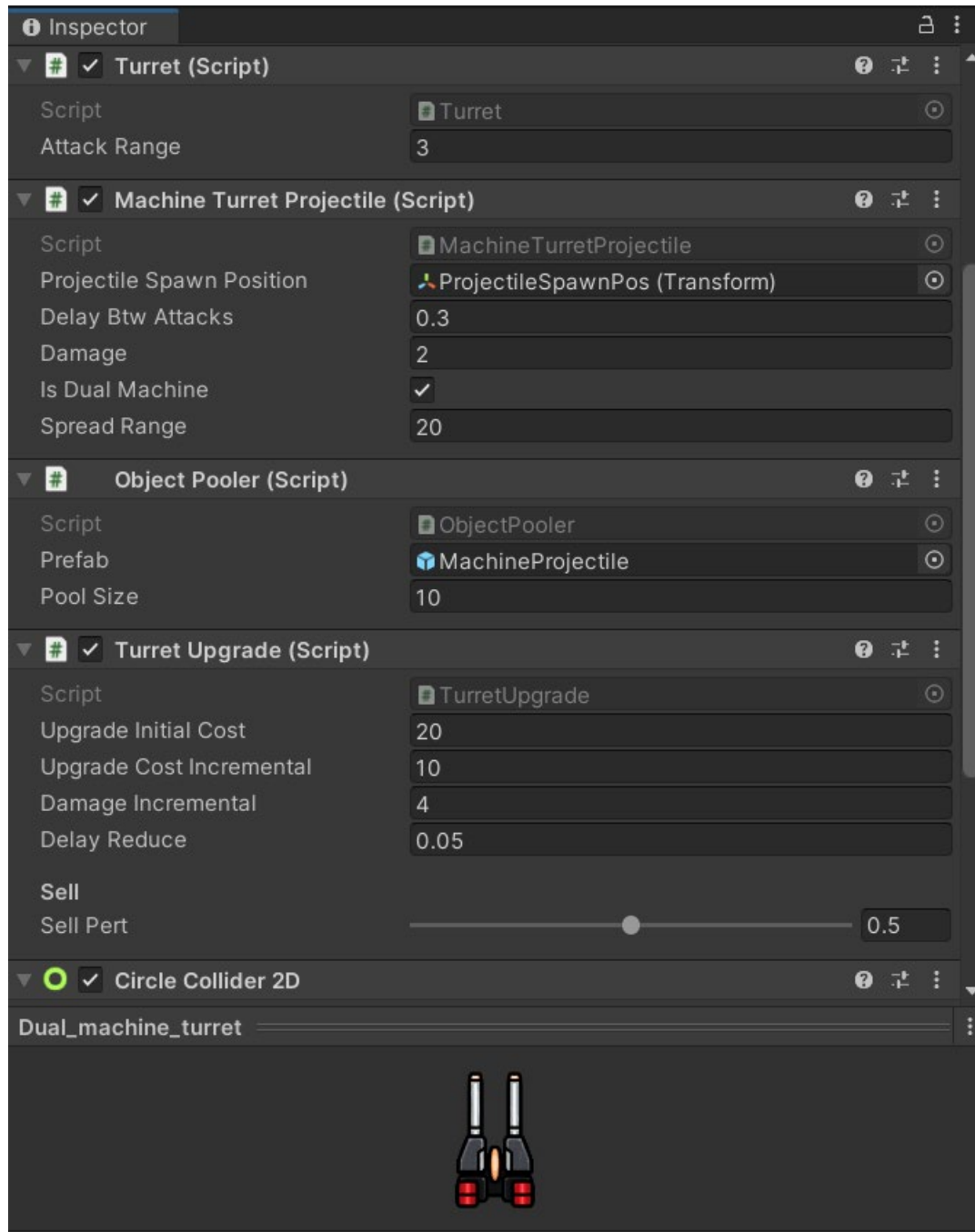
Customizable enemies' properties:



All enemies' properties can be easily adjusted, such as:

- Enemy movement speed
- How many coins the player gets when killing an enemy
- Initial health
- Max health
- Death particles

Customizable turrets:

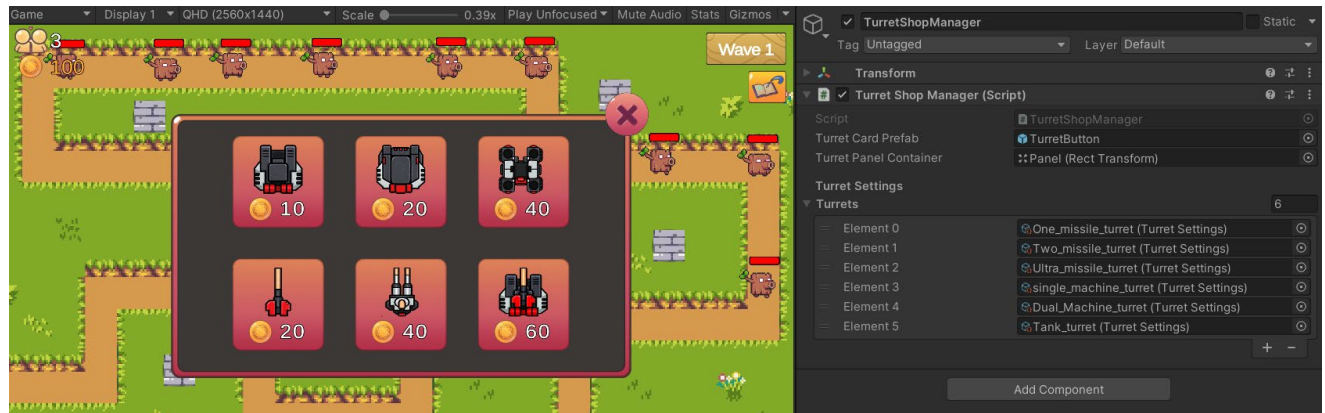


All turret properties can be adjusted easily by the inspector:

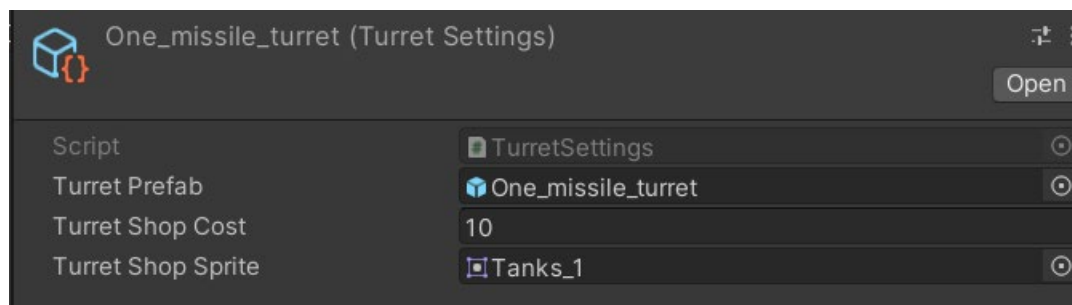
- Attack range
- Delay between attacks
- Bullet Damage
- Range Spread

Game shop & Currency System

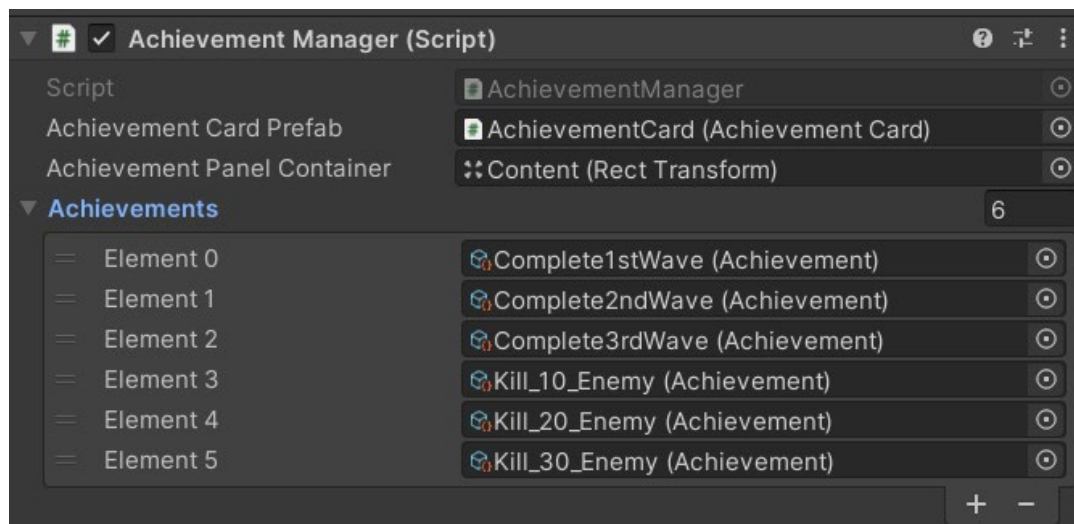
We have created a game shop and currency system that can be easily adjusted to suit your tower defense game.



All shop items are easy to use Scriptable game objects



Achievements System





3 demo enemies



6 Different types of turrets.



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