Modules:

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#Map: ✔✔✔

- A map Editor ✔✔✔

- Critters move on path, Towers put on scenery ✔✔✔

- Map have to be serializable so that we can load them ✔✔✔

#Map Editor: ✔✔✔

- Elements: path, exit and entry point ✔✔✔

- Must validate the map before starting a game ✔✔✔

- User can save the map ✔✔✔

- User chooses the map ✔✔✔

#Game:

- At start ‚-> Must choose a map ✔✔✔

- **Wave-based (start when player wants)**

- **Game Over if a specific amount ( =number of lives) of critters arrive at the exit point**

#Tower:

- Different Towers: Specific Style, Range, Power, Price, Rate of Fire

Style ✔

* Can be upgraded ✔✔✔
* **Must add a new Tower**

- **Can be bought at any time** **???**

- User can inspect the characteristics ✔✔✔

- **Area damage? Special effect (stunning, lower speed)**

- **Can be sold back (== give money)**

#Critter:

- **Arrive in succession at a finite amount**

- Move cell by cell towards the exit point ✔✔✔

**- Each kind have a specific max HP (health points)**

- **Lose HP when hit**

- **If HP <= 0 -> Critter dies**

**- Strength (HP and/or speed and/or number) increases every wave**

**- User can inspect characteristics in play and of the wave to come**

#GUI:

- A window! ✔✔✔

- **“Start the wave” button**

- TBD

#Money System:

- **There is an initial amount (TBD)**

**- Dead critters -> gives money**

**- Selling towers -> gives money (but less than when you bought it)**

**- Buying towers and upgrades -> less money**

#TBD:

- Where to shoot when critters moving???

- Who are the towers gonna shoot? (first in range? middle? last?)