

Objects

- Shop
 - purchase x tower
 - place tower
 - cancel placement
- Enemy Manager
 - spawn enemy timer
 - enemy difficulty handling
- Player Manager
 - manage money counter
 - manage score
 - track base's hp
- Tower Manager
 - validate tower purchase
 - validate tower placement
- Enemy
 - pathing / movement
 - collision with other enemies
 - die mechanics
 - track current health
 - movement speed
- CameraController
 - update based on user input
- Tower
 - ifSelected
 - range
 - fireSpeed
 - enemy priority
 - focus enemies in range
 - handle upgrades
 - destroy tower & refund money
 - shoot
- VirtualTower
 - Display range and hologram of selected shop tower, red if not valid placement
- GlobalInfoHandler
 - pass overall score to end-game scene
 - pass map type to game

Prototype 1

- All basic game mechanics work
 - Towers shoot enemies
 - Enemies attack base and die after being damaged
 - Player can build towers
 - Player earns money to buy towers

- Basic menus/stubs

Prototype 2

- Nice models and animations imported
- Particle/lighting effects
- Improved design and working menus
- Extra maps
- At least 2 towers and 2 enemies

Final product

- Finishing touches
- Generated terrain?
- Additional towers/enemies
- Tweaking hyper-parameters
- Networking?