Task 1: Initial States

Create the following, and put in start positions:

- ➢ 5 Enemies
- ➢ Target
- ➢ Towers

Create the Lose Game State

Task 2: Enemies

Get the 5 enemies to:

- ➢ Move towards the Target
- ➢ Leave play when the hit the target
- ➢ Damage the target

Make sure you can lose the game

Task 3: Tower Creation

Have the Towers:

- ➢ "Spawn" On a button Press
- ➢ Put in the location the user clicks

Make Sure the user has enough "resources" to "Spawn" The tower

Task 4: Tower Targeting

Get the Towers to:

- ➢ Rotate towards the enemy, when in range
- ➢ "Shoot" the enemy
- ➢ Enemy Should be out of play after being "shot"

Task 5: Wave 2

Create a Second Wave, which deploys after the first wave is finished.

Make "shot" Enemies give the player more "resources"

Task 6: Enemies Part 2

Create a new Enemy Sprite that needs to be "shot" Twice before leaving play.

Add it to the second wave.

Task 7: A New Shade

Create a new color:

- A new enemy Type
- A new tower to fight it
- A third wave for the new color to be deployed.

Task 1	Task 2
Task 3	Task 4

Task 5

Task 6

Task 7