

## Ant Tower Defense: Game Mechanics

### Main Objective:

Keep your Base alive and achieve the highest score while using towers to fight off the debris that is going to destroy your home!

- **Turrets**

- a) Can be bought from the **Shop**.
- b) Can be dragged and dropped from the **Shop**.
- c) 3 Different Types: Laser, Flames, and Rockets.
- d) Laser is strong against Plastic **Debris**, Flames are strong against the Paper **Debris**, and the Rockets are strong against the Food **Debris**.
- e) Towers do not take damage.
- f) Towers cannot be replaced; once a turret is down, it is permanently there.

- **Debris**

- a) Will continuously spawn until the timer runs out, or when the game is over.
- b) 3 Different Types: Paper, Plastic, and Food.
- c) Each Debris has its own amount of health.
- d) Debris become destroyed when their health is equal to 0.
- e) Debris will damage the **Base** if it hits the threshold.

- **Shop**

- a) Allows players to buy new **Turrets**.
- b) Players can buy turrets by spending **Money**.
- c) The Shop will sell the 3 types of **Turrets**.
- d) Players can buy turrets to fill in the empty spots in their **Base**.

- **Resources**

- a) The Resources allow players to make bonus **Money**.
- b) Special tower that sends other ants to go and scavenge for **Money**.
- c) Using the Resources will let players be able to purchase **Turrets** from the **Shop** quicker.

- **Money**

- a) Allows the player to purchase **Turrets** from the **Shop**.
- b) Money is earned by destroying **Debris**, using the **Resources** tower, and completing a **Wave**.
- c) Money is NOT the same as **Points**.

- **Points**

- a) Points are earned by destroying **Debris** and successfully surviving **Waves** with your **Base** still retaining health.
- b) Points are the **Main Objective** of the game; the more points you get, the more you are winning.
- c) Points are NOT the same as **Money**.

- **Base**

- a) This is where you can place your **Turrets**.
- b) Players try to defend the Base, so that they may battle more waves and score more **Points**.

- **Waves**

- a) These cause **Debris** to fall for a certain amount of time, which can cause damage to your **Base**.
- b) Successfully surviving a Wave will give you bonus **Points** and **Money**.

c) To successfully complete a Wave, destroy the **Debris** before it destroys your **Base**.

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