

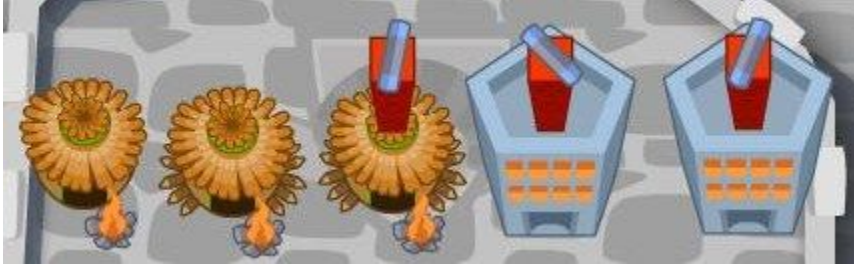
# 1-to-1: who are our towers?

stample = statues + temple (changes with upgrades) ("stample" name credits to Nicholas Way)

## Tower list

1. Dart Monkey: Villager (spear thrower)
2. Area of Effect: Melee Villager (axe)
3. Long Range: Villager (archer, bow and traps )
4. Magic Shooter: Stample of Sol (Sunna) - goddess of the Sun
5. Explosive: Stample of Thor
6. Support: Stample of Freyja
  - a. Additional possible support tower that we would really love if we could get it in: Stample of Heimdall (watchman of the gods) to target camo balloons

Art note: Since statues will not rotate, they do not need to be drawn fully top-down (like monkey village from BTS5)



## Different possible ways that our stamples will evolve:

- Statue More fancy statue; phrase spending money to upgrade as "sacrificing gold to the gods"
- Simple shrine fancier shrine statue (with symbols to differentiate different gods)
- Temple statue or statue temple for upgrade

## Possible Towers: Brainstorm

Tower Descriptions:

- Villager hunter (bow/crossbow?) Maybe upgraded like dart/ninja
- Villager Warrior – axe?
- Spearthrower for basic shooter? maybe the bow user could have greater range
- Shaman/mage for magic attacks
- Stamples to gods –
  - Thor (damaging tower) - first upgrade - hammer-only, then upgrade to lightning? - aoe or explosive?
  - Odin/Tyr (support towers?)
  - Freyja - goddess of love, fertility, and battle - resource generation?; combination of a support tower and an attack tower; camo enemies? - **banana farm** equivalent?
  - Sif - goddess of the harvest - **banana farm?** - HARVEST NEEDS SHARP THINGS - attack tower??
  - Sol (Sunna) - goddess of Sun
  - Sigyn - wife to Loki, goddess of fidelity, would be narratively interesting to have her be a tower
  - Heimdall - watchman of the gods - **camo sight, increase range?**
  - **Ullr** - god of archery (sniper?)
  - Kvasir - dead god associated with mead and beverage drinking (buffs to towers? slow down effects to enemies?)
- **ANDREW IDEA:** Since all our towers have a very limited upgrade path, what if the ability to see hidden enemies (camo) are instead granted by a tower? Place a sight-support tower nearby other offensive towers and all those towers obtain the ability to see hidden balloons
  - The upgrade path for these increases range
- **a wolf (wolverine?) (wolvey?)**
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