Towers - How Do They Work?

Listed here are each of the towers and critical design information on how each tower works, fundamentally. Be sure to note when this document was last modified.

PRE-ALPHA NOTE: Note that all upgrades are currently based on the idea that support towers are the only means of providing camo visibility - feel free to ask me why I think this is a better idea if you have any confusion. Additionally, *everything is subject to change and further design changes*. Do not take this document as gospel... yet.

11/9 Note: Moved this doc into archive to reduce confusion about multiple tower docs. To see the most updated iteration of this info, go here.

Single-Shot - *Spear Thrower*

- **Attack:** 1 spear/1 second
- **Addl. Effect:** N/A

The single-shot tower will take the form of a basic spear thrower, who throws spears at enemies that enter its range. As the simplest tower, it also has some of the simplest upgrades. We expect that this tower is going to be the sort of "bread-and-butter" tower, the one the player relies on for consistent but not special damage.

Upgrade Path

Upgrade Name	Upgrade Cost	Upgrade Effect
Faster Arms	$500	Throw spears 25% faster.
Metal-Tipped Spears	$2500	Spears are now able to penetrate through multiple enemies.

Potential Additional Upgrades

- *Aerodynamic Spears* - Spears now travel 25% faster
- *Magic Spears* - Spears now do magic damage
- *Poisoned Tips* - Spears give a lingering damage effect
- *Tri-Spear* - Shooter throws three spears at once

Area of Effect - *Axe Berserker*

- **Attack:** Continuous spinning of axe
- **Addl. Effect:** N/A

The area of effect fighter takes the form of an axe-wielding berserker, who spins around to attack all the enemies around them. While this may not be the most *realistic* idea, it's the one we have and one we can improve on in a later iteration.

Upgrade Path

Upgrade Name	Upgrade Cost	Upgrade Effect
Sharpened Axe	$1000	The axes now does 100% more damage
Axe of Fire	$3000	The axe does lingering fire damage upon hit, leaving them burning for a bit

Potential Additional Upgrades

- *Dual Wielding* - The berserker now has two axes.
- *Engraved Runes* - With the power of the gods, the axe now does magic damage as well.

Long Range - *Archer*

- **Attack:** 1 arrow/5 second
- **Addl. Effect:** N/A

The single-shot long range unit takes the place of the sniper - they have essentially infinite range, except can be blocked by obstacles that block all other towers. They have a slow reload, but have a very powerful and instantaneous shot.

Upgrade Path

Upgrade Name	Upgrade Cost	Upgrade Effect
Fast Hands	$1000	The archer shoots 50% faster

Barbed Arrows	$4000	New arrowheads remove a layer from the enemy

Potential Additional Upgrades

- *Hunter* - Ability to automatically place traps on the path
- *Ranger* - Shooting an enemy removes its camouflage
- *Freezing Bolt* - Shoots an arrow that freezes enemies temporarily

Magic Shooter - *Sol / Sunna*

- **Attack:** 1 magic sun energy orb/1 second
- **Addl. Effect:** N/A (burning effect can go here?)

The magic shooter is a statue/temple dedicated to the Norse goddess Sol / Sunna - the goddess of the Sun - who launches orbs of magic power emanating outwards from their outstretched arms.

Upgrade Path

Upgrade Name	Upgrade Cost	Upgrade Effect
Praise the Sun	$1500	Causes enemies to burn with the intense heat of the sun - give enemies a lingering burn effect
Radiant Light	$5000	The bright flash of the sun's rays temporarily stun nearby enemies

Potential Additional Upgrades

- *Acid Shot* - Launches an orb of acidic energy that removes camouflage
- *Guided Bolt* - Magic orbs seek out enemies
- *Arcane Boost* - Makes the magic attacks faster and reloads faster

Explosive - *Thor*

- **Attack:** 1 lightning attack/1 second
- **Addl. Effect:** N/A

The explosive shooter will be represented through a statue/temple of the Norse god Thor, widely known as the god of thunder and lightning, attacks with powerful electrical lightning bolts crashing down from the sky.

Upgrade Path

Upgrade Name	Upgrade Cost	Upgrade Effect
Explosive Blast	$2000	The explosive radius of the lightning blast is 50% larger and 50% more damaging
Shocking Bolt	$5000	Explosions shock and stun all enemies that are in the range of the explosion

Potential Additional Upgrades

- *Multi-Bolt* - A small series of 3 bolts hit in a gap around a central point
- *High Voltage* - Being hit by the bold leads to a removal of 2 layers
- *Lightning Wave* - Each bolt sends out small electric shock fragments that destroy more ghosts

Support - *Freyja*

- **Attack:** N/A
- **Addl. Effect:** Increases the range and speed of towers in its AOE

The support building takes the form of a statue/temple of the Norse god Freyja, associated with love, beauty, fertility, sex, war, and gold. As the main support building, it provides all towers in its range with useful buffs that allow them to be stronger than they could be

Upgrade Path

Upgrade Name	Upgrade Cost	Upgrade Effect
Godly Sight	$3000	Allows towers in the range of the support tower to also gain visibility of camouflaged enemies
Divine Intervention	$6000	Towers in the range get a bonus to money generation and get discounts on their upgrades

Potential Additional Upgrades

- *Plunder of Gold* - All towers in the AOE get more gold per enemy killed
- *Influence* - The tower's affect AOE increases by 50%