# GEOMETRY
# DEFENDER

*a fast, simple and addictive tower defense game*

## TOWERS

**Siege**
*(Splash Damage)*

**Ice**
*(Slowing Damage)*

**Poison**
*(Damage Over Time)*

Build towers by buying them from the menu and placing them on the map.

Each tower has its own advantages and disadvantages. So you have to place them wisely.

Upgrade your towers so they do even more damage, have wider range and faster shooting speed.
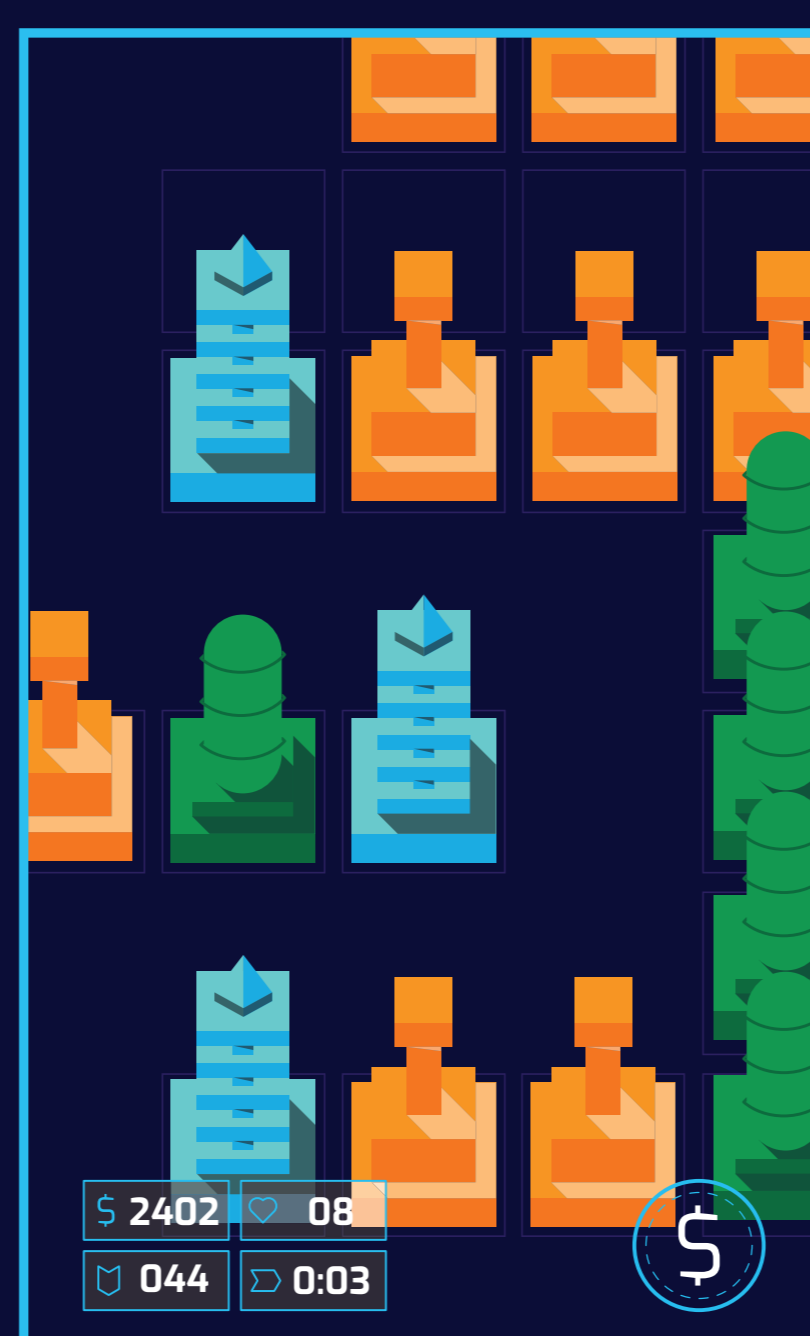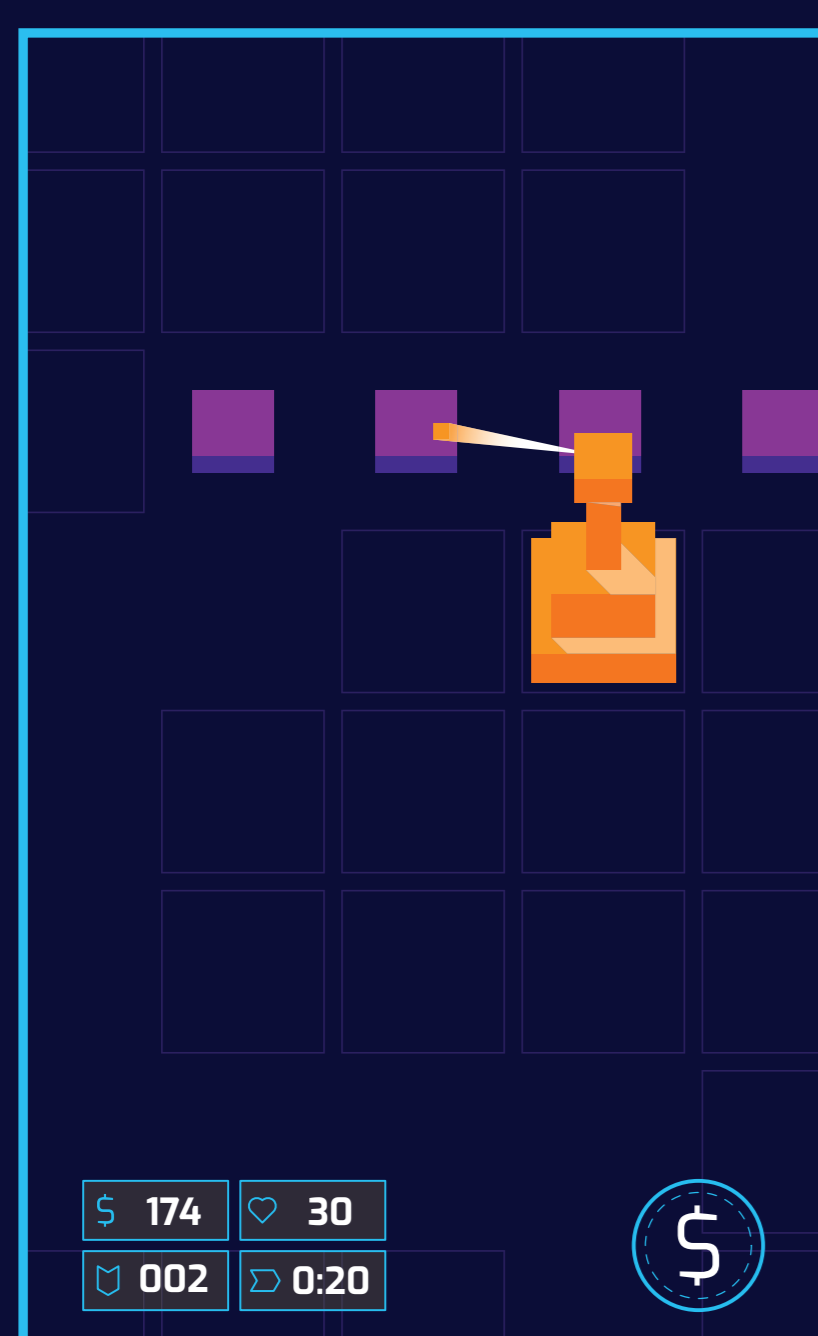
## ENEMIES

**Purple**
*(Normal Speed)*

**Red**
*(Fast Speed)*

**Boss**
*(Very Durable)*

To upgrade your towers or to buy more you need coins. Those will be dropped if you kill an enemy.

Enemies come in different sizes and speed. When the wave timer hits zero, a new wave will spawn.

If you can't defeat all enemies of the current wave you lose lives according to the blocks that came through.

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Simple and fast gameplay, optimized for mobile. Endless mode with increasing difficulty-level.

Made with Unity3D,
2D project with tilemap and sprites.

Planned to deploy on iOS and Android.