Placement
The player places towers using a preview mode which displays the desired tower slightly in front of the player, upon confirmation the tower is anchored to the ground and becomes active.

Combinations
Our tower system features a combination mechanic which allows you to augment one tower with the effects of another tower, this allows numerous strategic options without overloading the player with information.

Manual Control
The player can take control of his towers, entering an FPS mode which allows the player to exercise superior precision in the elimination of enemies.

Navigation Mesh
Due to a complication with Unity's built-in NavMesh, due to our spherical levels, we were forced to design our own NavMesh for each planet, this consisted of interconnected nodes which enemies used to navigate along the planet’s surface.

Enemy Navigation
In order to navigate this mesh, enemies query an AI manager for a goal node, which the manager returns based on the enemy’s archetype. Enemies then calculate a path to their goal using breadth-first search, we considered using A* however because most of our nodes are close to equidistant from each other, breadth first search was a more efficient choice. After obtaining a path enemies travel from node to node.

Using spherical planetoids required substantially more work than if the game had been created in simple flat world.

Planetary gravity
All objects must be oriented relative to the planet. Gravity attractors attract physics bodies to themselves every time step.

Orbiting
Objects are able to orbit freely around designated parents to allow for a more realistic planetary setting. This feature is utilized in the galaxy map and in our skies.