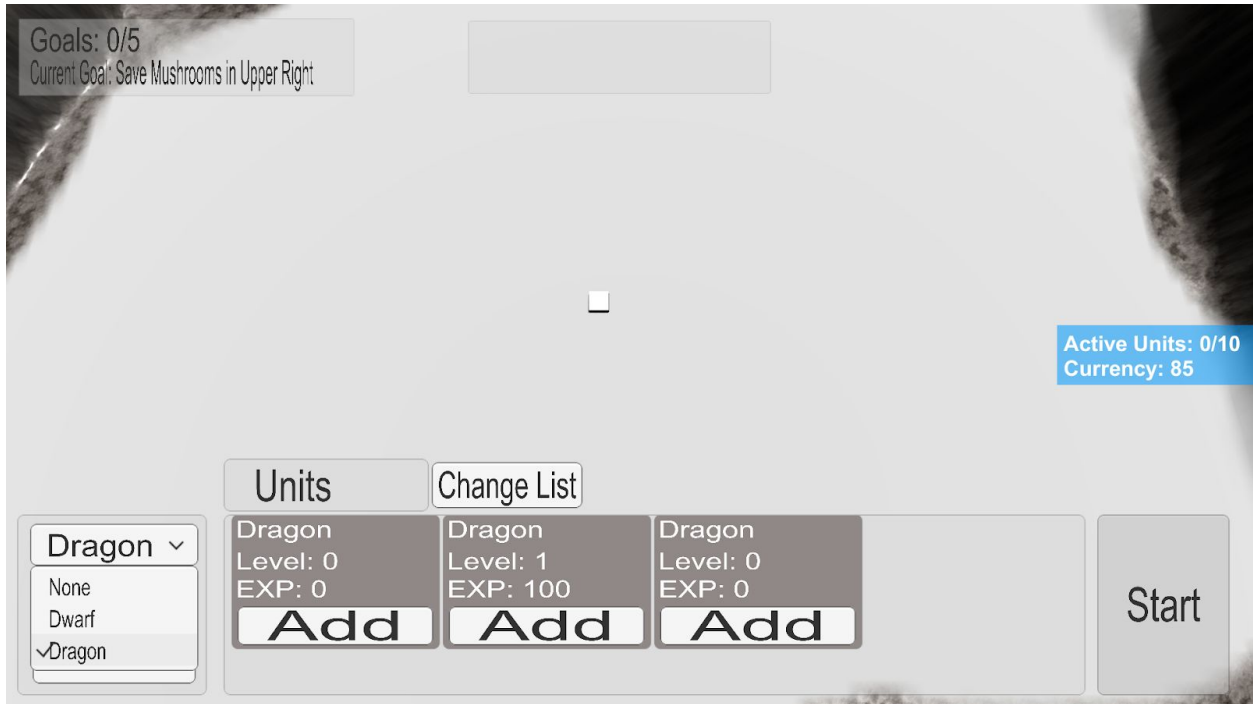
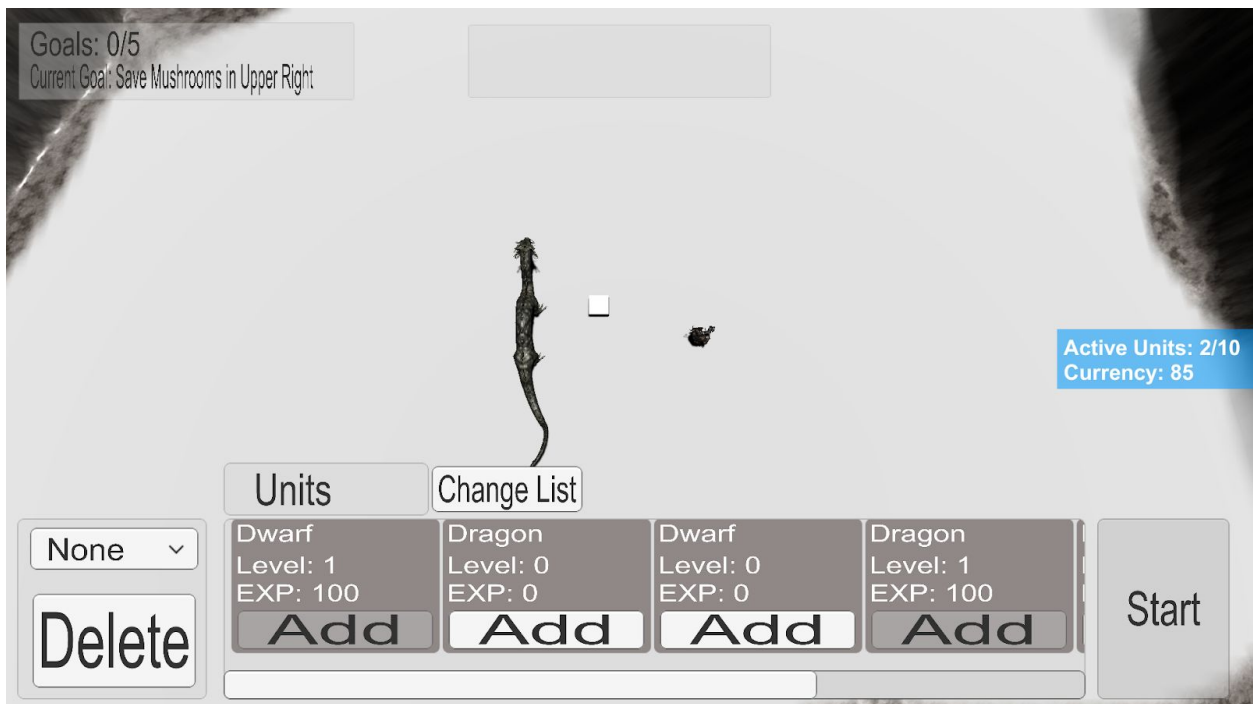


Technical highlights

UI with sorting function



UI that knows what units have been used or not



Recruitable army upon completing a level



Image used in How To Play doc as well

Ability to revive or unlock specific units

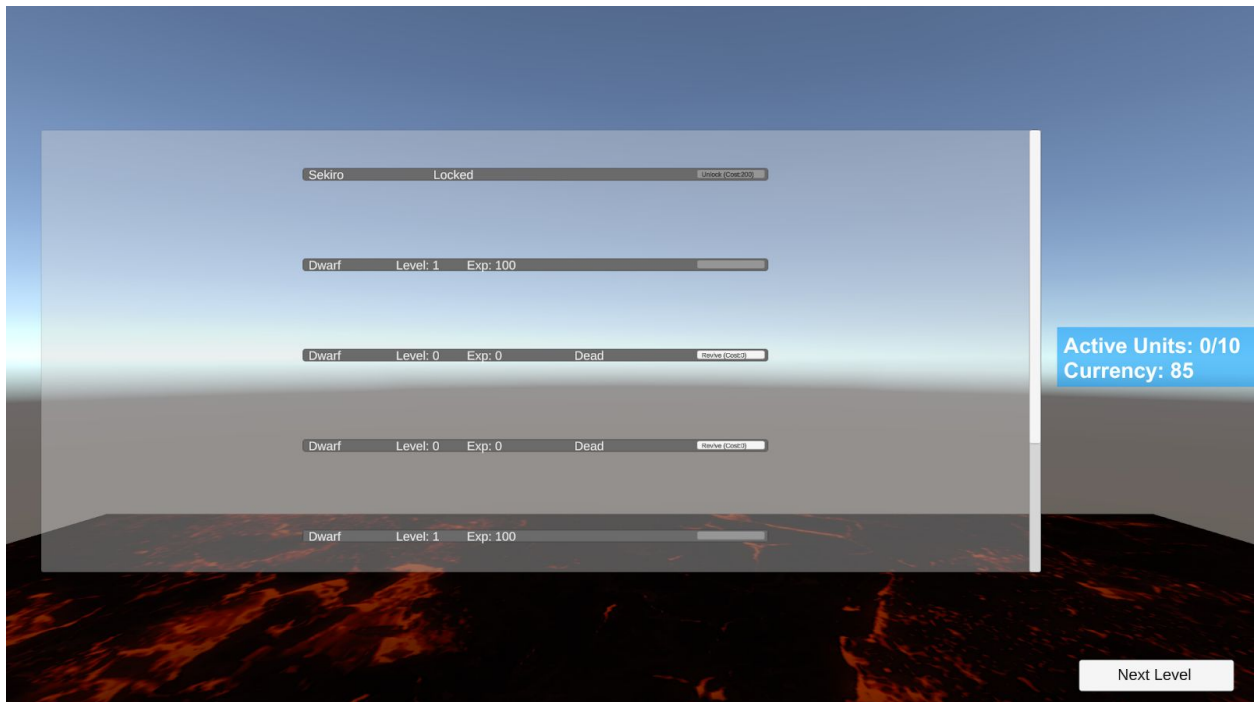


Image used in How to Play doc as well

Easy to make levels with flexible amount of goals

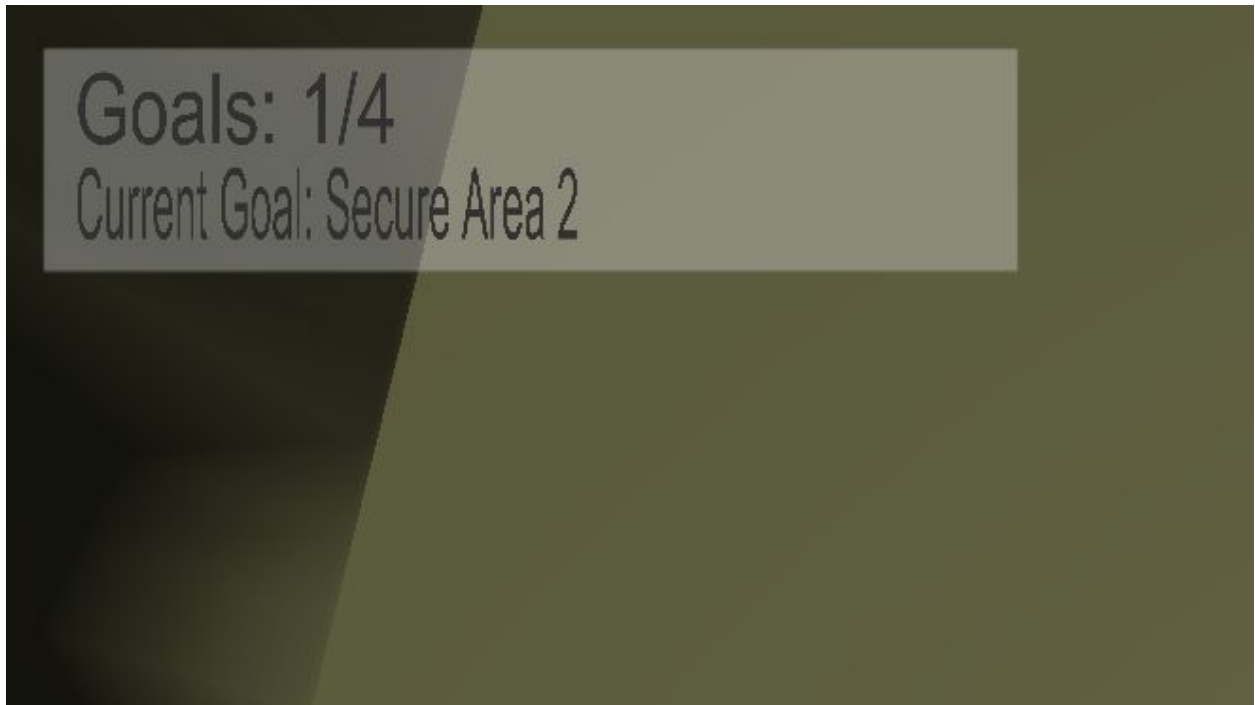


Image used in How to Play doc as well



Simple script hierarchy that makes it easy to create new units.

All units and structures are `CombatObjects`, and then we have `GenericUnit` script and `Generic Tower` scripts that hold primary functionality and so reduce redundant code.

This, combined with prefab system further allowed us to have prefab specific characteristics for each specific unit.