

**Insomniac Mobile Division Design Intern Test Part 1 – q&A****v1 2014**

So you want to be a part of the magic here at Insomniac? Well this is your chance to show us if you are the candidate to join the team of passionate and talented developers to make some of the industries finest games around. Give us a peek into that designer mind of yours and dazzle us with your creativity and innovation tempered by logical decision making. You may submit your answers on a separate document or modify this one as needed. You'll have 2 weeks to complete the test and return it to Kerri Zinkievich at kzinkievich@insomniacgames.com. If you have any questions feel free to contact Kerri. Good luck!

1. What do you feel are 3 important qualities of a good tower defense game and why?

Three important qualities of a good tower defense game are:

1. Enemy wave composition and balancing
2. Upgrade-ability
3. Replay value

Since the goal of a tower defense game is to defend your tower against waves of enemies, it's important that the enemy waves have variety in both composition of enemies and the number of enemies. If the waves are repetitive, this leads to predictable and boring game-play because the player can expect the same challenge each time; it diminishes the strategy of the game if there is no variance. By having a coordinated balance of enemy types and number of enemies among waves, the player will have to think about what towers are best for the current wave or what changes to the towers need to be made for future waves. A game with bad enemy and wave balance quickly becomes boring and the game will be set aside, not only because the game becomes predictable but also because there is no replay value.

In addition, the ability to upgrade towers and how effective the upgrades are is extremely important. As the levels or waves progress, the ability to upgrade the current towers to be more

effective against waves makes the game interesting and engaging. Also, gaining resources throughout the game and then being able to spend them on upgrades that effect the game is very satisfying. If the upgrades are not worth the amount of resources or they are not effective enough against the waves of enemy, then it feels like there is no “getting ahead” in the game or that there is no reward. Cool or interesting upgrades to towers, weapons, or items gives incentive to the player to continue playing the game.

Finally, the ability to replay the game whether it be certain maps or waves is crucial for keeping the player engaged and interested in the game. Replay value can be accomplished by the previous two points, but also by having a variety of maps, towers, or items to buy that can make game-play interesting. Another aspect that can give the game replay value is the element of surprise events during the wave, or items that can be found spontaneously. It's a fun, random reward system that can have the player looking for more.

2. Briefly discuss the common mistakes designers make, their consequences and how they can be avoided.

Common mistakes designers make include: adding story that has no relevance or is never fully explained; making puzzles that are complicated with little or no clues; and repetition of quests/storyline or repetitive game mechanics in different situations.

Adding side-story can be interesting and informative for character and world building/backstory if it's done correctly and the story comes to a close. If the information is irrelevant and it doesn't add to the character/world, then it is confusing and it leaves the player unsatisfied with the situation. Players want to be immersed in the game, and adding story that is never fully explained makes the game seem like a half-finished world. That doesn't mean that there has to be every single little detail about the world, but if backstory or side-stories are introduced, then they need to be played out and explained to the fullest. Unfinished story lines leave the player wondering what happened or how it ties into the main story, and it can generate frustration from the player because of unanswered questions. One way to avoid this is to create short story arcs that are manageable, that way each new piece of information has a foreseeable end or resolution. In some cases, it's better to keep the story to the minimum, so the designer needs to think about what is absolutely crucial for the player to know in order to understand the world.

Puzzles are a great tool in games to make players think outside the box and to get them engaged with the game; they can stretch a person's mind and utilize their problem-solving skills.

When a puzzle is completed, it can give a huge rewarding feeling to the player because they solved the problem. However, a puzzle that just seems completely impossible with little to no hints makes the player incredibly frustrated. Since game designers design the puzzle, the answer or solution might seem obvious to them, but to players it seems infuriatingly impossible and can make the player feel dumb. This can lead to players giving up on the game because they are exasperated. Play testing can help resolve this problem because people who have never seen the puzzle can gauge the difficulty. If the puzzle is designed outside the scope of the game or it's even some sort of physical prototype, then it can be tested before being completely implemented in the game. If it's implemented, it could cause further delay in development if the puzzle affects the rest of the game and it needs to have a lot of changes, not to mention the puzzle then was a waste of the programmers' time.

Finally, the repetition of quest/storyline makes the world seem small, formulaic, and fake. People get tired of doing the same type of quests over and over; it's boring, not challenging, and seems like lazy design. The world seems unrealistic and unsurprising when there is repetitive storyline. The fun of playing games is: being challenged; discovering new places, worlds, and characters; and the community that the game creates. Quests and storylines that are reused limits the exploration and challenge within the world, thus making the game seem small and restricting. Some of the greatest games are praised for their impressive world building because people can get lost in another world. Having a team of designers with a variety of backgrounds and expertise can help resolve repetition. Every person brings something different to the table because every one has different experiences, educational background, personal morals, and agenda. That's why it's important to have a team of designers to be able to create worlds and quests that are unique and relevant to the story line. If there is only one designer or the designers are limited, it's always good to ask for feedback from other departments and people who can give helpful insight.

3. The team is close to wrapping up the current project and the final submission date is rapidly approaching. The project manager informs you that you only have time to work on one of the following issues before submitting. Which of the following do you choose and why?

- **Work with an artist to make character art changes to create further visual distinction between enemy types that can be confused with one another.**

- **Work with a programmer to tune enemy AI in some levels QA has reported to be spikes in the campaigns difficulty curve.**
- **Work with the UI designer to rearrange some of the interface to address usability issues regarding accidental inputs.**
- **Work with a sound designer to create audio effects missing from some attack events.**

Things that are not necessary for absolute basic game functions are sound design, unrefined AI, and unclear art because they can easily be updated later in a patch and they don't directly affect the user gameplay, unlike problems with UI. So, I would focus on solving the UI issues.

That said, I would rate the enemy AI and the art more important than sounds being left out. Unclear art could confuse the player, and difficulty spikes will make some players feel frustrated or confused and the gameplay could be erratic. Left out sounds just seem like an unpolished game, but it's not crucial for user interaction. Ideally, the art would have been checked at the beginning of the project or at each critical step so that it wasn't until the project was going to ship out that the problem was realized. Since the art is just distinguishing between enemies, there could be a learning curve for players to distinguish enemy types. However, if the player cannot even play the game properly because of accidental inputs, then it doesn't matter if the enemies are too easy to battle or they are hard to tell apart.

Fixing the UI should be priority to ensure that the player can interact with the game correctly; nothing is more frustrating than pressing buttons and having it do something different than what you expected. It's not only frustrating, but it's unprofessional to ship a game that doesn't have at bare-minimum the complete controls. If the player can't play the game or use features that are implemented in the game, then that is something that needs to be fixed immediately because the user needs to be able to interact with the interface to accomplish goals or tasks or progress in the game.

4. Pick one of the following games and tell us what changes you could make to its design to release it as a free to play title with monetization opportunities.

- **Legend of Zelda (any game in the series)**
- **Super Mario Bros (any game in the series)**
- **Last Of Us**

- **Beyond Two Souls**

I would take Legend of Zelda: Twilight Princess and make it a co-op game ported to mobile so one person could play Link and the other could play Midna. The setting would primarily take place in the Twilight Realm so that Midna's powers would be to the fullest. However, in the Light world levels, Midna could still choose to take her form and use her powers. Link's transitions between wolf/Hylian would remain the same throughout the corresponding worlds.

I would transform much of the game-play into smaller levels or arcs within the Realms so that they were more manageable to complete within a short time-period. The save point would be after a completed smaller level or arc, or at a checkpoint. Mixed in with story levels, there would be mini-game levels that get you items or currency or unlock some part of the story. In solo mode, there would be an option to play either Link or Midna and follow the story line or arcs. However, specific levels would be co-op so even if you are in solo mode, at certain levels you would need to find another person in order to complete the level (or you could buy your way out).

If a person starts a game in co-op, they do not necessarily need to complete it in co-op, but then they couldn't play co-op with the original person if they are not also on the same level (Basically, in order to play co-op you have to be on the same level as the other user). So one way to find co-op partners is randomly (looking for people on the same level) or you can start a game in co-op and then switch to random (or if the original person catches up).

Mechanics

The controls would consist of a joystick for movement (where double tapping in a direction causes the character to run), a joystick for controlling attack or defend direction (or directing equipped item), a selection menu on the top right corner for choosing different weapons or items (representing the C shortcuts), a menu button which can: assign the C shortcuts; bring up inventory; map; and a button for auto-targeting that can be toggled. At the start screen is when you could choose solo or co-op, see what level you are on, what game save you want to start, what friends play the game and what level, and settings for sound/music.

Monetization

Most of the story line would be free, with some arcs in-between being available for purchase. The first upgrades for coin purse, bomb bag, heart containers and quiver would be found throughout the beginning arcs, but after that they could be purchased for a small fee. Throughout the game you can always buy your way out of a level. You can also purchase a

character change, so if you are in the middle of a game and want to switch characters, you can pay to do so. In addition, there would be a store that has special items such as enhanced, unique bombs or better arrows (things that were not in the original game) that could be purchased. One thing that could be implemented is the ability to use in-game currency in some instances, and then the ability to buy more in-game money. This would mean limiting the amount of in-game currency actually available, so there comes a point where the only option to buying items or features would be to buy more in-game currency in order to purchase things.

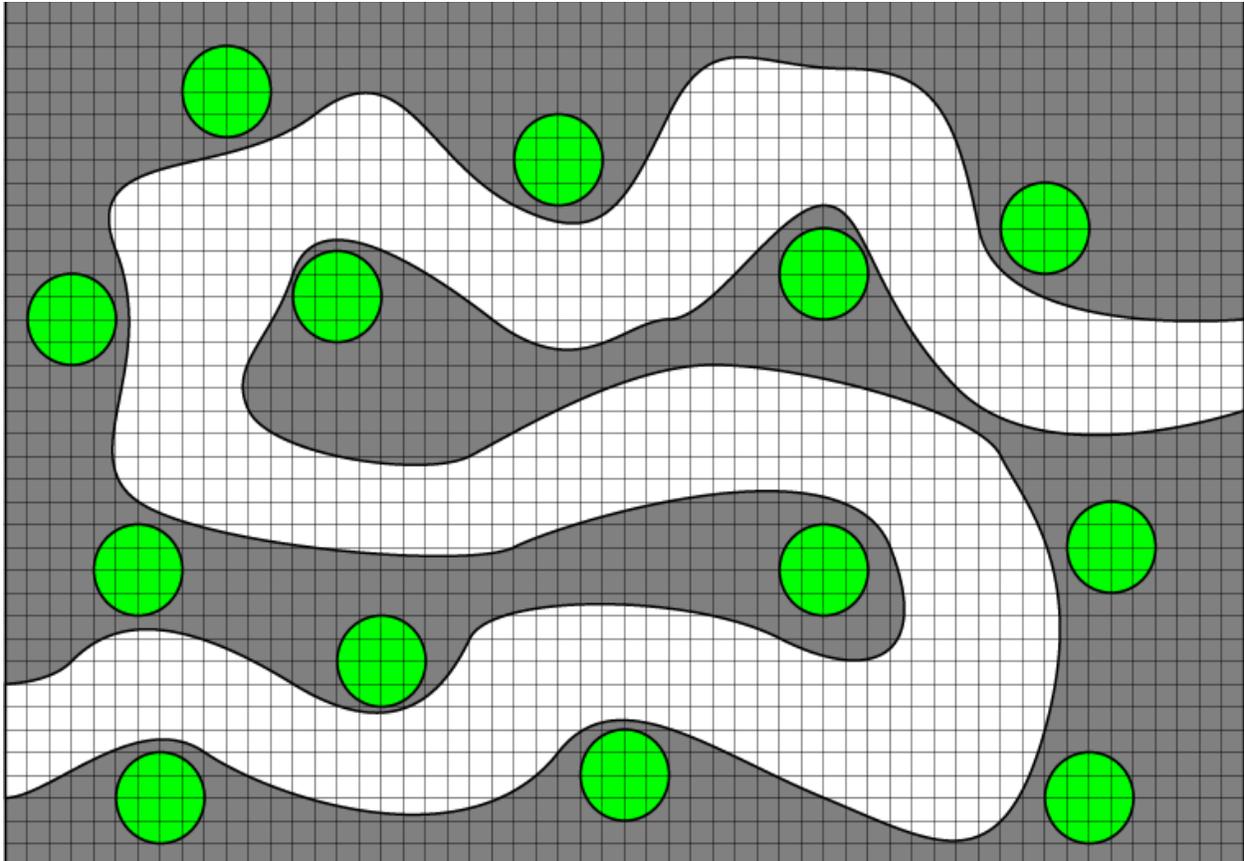
5. What was the most difficult design problem you have been faced with and what solution did you come up with to solve it?

The most difficult design problem I have faced would have to involve my summer internship that I had last summer. The goal presented was to develop a game that would teach middle school students principles pertaining to cognitive science and artificial intelligence, including embodiment, perception and action loops, agent-environment interaction, and behavior arbitration. I was given free reign to design the entire game and the premise of the game. I needed to think of a theme that was relevant and would hook teenagers, and I needed the game to be fun and educational. I had to design mini-games, interfaces, robots, relatable characters, and most important, a story that would interest teens. I was working mostly by myself, so having this huge task in front of me was daunting. At first, I second guessed some of my choices and I was always questioning my design. Then I realized that this was my game and I could shape it how I thought it would be most effective for the goal; then decisions about the design came much easier. I learned to trust my talent and my ability to connect with people through games. After I talked with students and did some research, I chose a future-space theme since there has been a lot of recent space-related movies and games, and robots fit into the future theme comfortably.

Another issue I faced, which is a relatively simple one, is what gender and perspective that main character would have. On one hand, it's very typical to have male protagonist, but I didn't want to alienate specific genders or identities based on the main character. Since I wanted to immerse the player and make the player feel like they were the main character-they were the ones programming the robots and fixing the ship- I chose to never say what gender the character was and I started the player in first-person. However, I later added a toggle to a third person perspective. This still works for the gender-neutrality because the space-suit would ideally be generic. My goal with this was to not make an impression on young teenagers about gender-roles and society-defined abilities.

– DESIGN A GAME

Design 3 defensive towers and 3 enemies for a tower defense style game based on the map below.

**General Guidelines**

- 3 waves of enemies will enter and exit the map. Give details about the enemy composition of each wave.
- The player will be given the choice to place 2 towers before each wave begins in any of the green circles.
- A maximum of 6 towers can be placed.

- The waves should take approximately 2-3 minutes each to complete.

Tower and Enemy Specs Diagram

The diagram should be drawn from a **top/down viewpoint** and produced using a piece of image editing software such as Illustrator, Photoshop, etc. The file should be saved into an easy to open format such as **.AI, .PSD or .JPG**. The base unit of measurement is **meters** and a single grid square should be 2mx2m. Use this as a basis to describe the metric specifications of the enemies and towers.

Supplement document

Create a separate document to supplement your design and provide detailed content not suitable to display on the tower and enemy specs diagram.

Game Components

Be sure to describe your game components with as much detail as possible. Concept art is not necessary, but you may include it if you are so inclined. Providing a creative back story for each would be a big plus!

Towers – 3 different types (Please include the information below)

- Range
- Damage inflicted
- Damage diameter
- Rate of fire
- Any special abilities

Enemies – 3 types (Please include the information below)

- Hit points
- Speed
- Any special behaviors

Monetization Opportunities – 3 or more types

- List and describe 3 or more micro transaction opportunities for your game.
- Try to create at least one for each of the spending type players mentioned in part 1.
- Describe why you think these players will react to micro transaction opportunities.

Theme

What kind of world does your game take place in? Don't hold back! Go crazy and let us see how imaginative you can be!

Good luck!

If you have any questions about any part of the test please don't hesitate to contact us.

Bring out your dead!

Mobile tower-defense game

Catherine Morgan

3/5/14

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GAME PREMISE:

You are the ruler of the fief “Runnerspring” and you are charged with protecting the land. A terrible calamity has been striking the surrounding areas: Plague, smallpox, and influenza have been making waves throughout the towns, and your land is next! Protect your towns from these diseases, otherwise you and your tax-paying citizens will surely meet demise...

MECHANICS:

Menu screen:

- map of your land
 - shows which towns have been taken by disease and which ones are next
 - towns taken by disease are levels you have failed and are indicted by a blackened image
 - can be replayed to reclaim town
 - towns that are next are highlighted to indicate which levels you haven't played yet
 - has similar function of “discovering” parts of a map, so when you save one town, another town appears, and more of the map is filled out
 - tap town to play/protect and enter level
- store
 - buy special items and permanent upgrades to towers
- your bank (saved money)
- info
 - gives short tutorial about mechanics and shows the different types of enemies, along with their specs and special abilities
- sound/music options

In-game, before wave:

- Tap a circle to bring up tower menu
 - tap a tower to show its stats (range, damage inflicted, damage diameter, rate of fire, special abilities)
 - for some towers, the direction of range is determined by touch position
 - tap the tower again to place the tower
- place two towers before wave starts or can upgrade tower
- right before enemies come, screen pops up to tell player what type of enemies are approaching
 - shows picture of enemy and briefly says behaviors and summary of stats

In-game, after wave starts:

- tap a tower to upgrade (given you have the resources to buy it)
- pause option
- if exits to menu, cancels progress on level

- at end of wave, shows how many of your people have died within your town, how many innocents and infected were killed, plus how much money you made/lost

WAVES:

Waves consist of people walking towards your town. There are infected people mixed in with the crowd, and you can't tell who is infected without a watch tower, a special item, or certain upgrades. The amount of people not infected is randomized. Below is an example of wave composition for a level.

Wave 1:

- **Total enemy amount: 42**
- **0-30 seconds**
 - 4 influenza
- **30 - 60 seconds**
 - 5 influenza
 - 1 smallpox
- **60 - 90 seconds**
 - 4 influenza
 - 4 smallpox
- **90 - 120 seconds**
 - 3 influenza
 - 5 smallpox
 - 2 plague
- **120 - 180 seconds**
 - 5 influenza
 - 6 smallpox
 - 3 plague

Wave 2:

- **Total enemy amount: 56**
- **0-30 seconds**
 - 6 influenza
 - 2 smallpox
- **30 - 60 seconds**
 - 7 influenza
 - 2 smallpox
- **60 - 90 seconds**
 - 7 influenza
 - 3 smallpox
 - 1 plague
- **90 - 120 seconds**
 - 6 influenza
 - 3 smallpox
 - 3 plague

- **120 - 180 seconds**
 - 8 influenza
 - 4 smallpox
 - 4 plague

Wave 3:

- **Total enemy amount: 70**
- **0-30 seconds**
 - 8 influenza
 - 2 smallpox
- **30 - 60 seconds**
 - 4 influenza
 - 3 smallpox
 - 1 plague
- **60 - 90 seconds**
 - 6 influenza
 - 5 smallpox
 - 2 plague
- **90 - 120 seconds**
 - 8 influenza
 - 5 smallpox
 - 4 plague
- **120 - 180 seconds**
 - 10 influenza
 - 7 smallpox
 - 5 plague

Total possible gold from Wave 1: 172

Total possible gold from Wave 2: 218

Total possible gold from Wave 3: 302

Total possible gold: 692

ENEMIES:

Depending on the infection, an enemy will have different amounts of HP, speed, special behaviors, and gold drop. Enemies that get into the city have an “infection” rate, which kills a certain amount of people.

Influenza

- **HP- 6-10**
- **Speed- 4m / sec**
- **Special Behaviors-**
 - **Drops- 2 gold**
 - **Infection- Kills 10 people within town walls**

Smallpox

- **HP- 10-14**

- **Speed-** 6m / sec
- **Special Behaviors-** weak against fire, can slip by defense easily
 - **Drops-** 5 gold
 - **Infection-** Kills 5 people within town walls

Plague

- **HP-** 16 - 24
- **Speed-** 2m / sec
- **Special Behaviors-** easily caught by defense
 - **Drops-** 10 gold
 - **Infection-** Kills 20 people within town walls

MONEY AND TRANSACTIONS:

Cured (see STORE section for more details about Doctors, pg. 9) or killed enemies drop gold which can be used for in-game tower upgrades, or any gold that isn't used is added to your "bank" which can be used to buy items or upgrades from the store. Killing innocent people will cost you gold (number dead * 2, whether it be in your town or people in the crowds). You can go into debt, where the money you make goes towards debt instead of being able to buy upgrades or items. You start each level with 0 gold to spend in-game. If the number of innocent dead is less than 30 or no infected gets into the town, you gain 100 gold towards your bank.

You can use your bank to buy out-of-game upgrades for towers or special items that can be used in game.

More levels/towns, some items, and more gold can be purchased with actual money to expand your fiefdom or gameplay.

There are many types of purchases in the game including: small, one-time purchases for items; permanent upgrades to towers; expanding the game; and buying in-game money to have the ability to buy more items and upgrades. The prices range from \$.99 to \$19.99.

Reluctant spenders will most likely play all of the free material and levels, and only use in-game currency. To keep them interested in the game, there could be free content or updates that are sporadically released. The key to getting reluctant spenders to purchase features is making the necessity of the feature immediate. For instance, in Candy Crush, if a person is committed to the game and wants to go to the next episode, instead of waiting for 3 friends to unlock the episode, they can buy the episode for instant play. This same type of mechanic could be used with unlocking towns/levels in this game. Since you can still play the game without spending money, reluctant spenders will still play the game for the free content. These types of spenders are still important for the game market because the game can be spread through word-of-mouth, so even if they might not spend any money, their friends might. Also, there are some items that are available only through purchase, so if the abilities of the item are particularly interesting, they will be tempted to buy it.

Light spenders might buy an item here or there to try them out, or buy a new town or level once in a while. If the upgrades, items, or towns are fun and worth the money, then they might be enticed to continue buying. Having the option to enhance the game with money could seem alluring to light spenders to try out the features. Hooking light spenders with interesting and effective items/upgrades could turn them into medium or heavy spenders.

Medium spenders will like having the option to buy items that have an immediate impact on the game because it can get them out of a tight spot and also the ability to expand the game offers more game-time. They might not buy from the store all the time, but there are many purchasing options: from in-game gold which allows the player to buy more upgrades and items to buying items that are only available through cash. Since there is also a wide range of prices, it caters to many types of spenders.

Heavy spenders will like all the features that are offered because there are special items that can only be bought and some features that help permanently expand the game, so it's an investment to purchase. Again, because there is a wide range of prices and features, I think that it will appeal to many different types of spenders from reluctant to heavy.

One thing that is unique about this game is that you can go into debt. When you go into debt, you can't purchase upgrades or items with in-game gold. One way to get out of debt is to buy more in-game currency, which can then be used to buy the features.

TOWERS:

Towers can be upgraded up to 3 times in game, and then special abilities and further enhancements can be made at the start-screen that are then applied to the tower in all games, and at all levels. You have two free towers to place at the beginning of the game, but then you have to pay in-game money to place more towers or to upgrade. (Alternatively, the first two towers at the start of any game could be free and to upgrade any towers could cost in-game gold)

Watch Tower:

These towers allow you to see which people are infected! Once an enemy is in range, you will be able to see them so you can properly attack them with special items. Catapults and the watch tower will still automatically attack the enemy, but you might not be able to place items or doctors in the right place to help fight the battle. Having a watch tower on the field increases hit rate of other towers if it's level 2 or above. Watch towers only attack infected.

	Level 1 (cost 45)	Level 2 (costs 100)	Level 3 (costs 165)
Range	8m	10m	12m
Attack Range	4m	6m	8m

Damage Inflicted	1-2	3-4	4-5
Damage diameter	2m	2m	2m
Rate of Fire	2 sec	2 sec	2 sec
Special Abilities	Allows you to see the diseases, without this ability you can't see the enemies	Allows you to see the diseases, without this ability you can't see the enemies, increases hit rate of other towers 10%	Allows you to see the diseases, without this ability you can't see the enemies, increases hit rate of other towers 15%

Out of game upgrades:

- base range + 2
 - Cost: 75 gold
- base damage inflicted + 2
 - Cost: 100 gold
- increase base hit rate of other towers + %5
 - Cost: 175 gold
- show influenza (shows all influenza enemies even outside of range)
 - Cost: 500 gold
- show smallpox (shows all smallpox enemies even outside of range)
 - Cost: 600 gold

Attack Tower (Catapult):

The attack tower is a catapult, that does large-area damage using fireballs. It's slow, but will surely purge the infection from the area. There is chance of setting the ground on fire which adds burn damage to the victims. This tower cannot distinguish between infected or not. When placing this tower, the range will follow your touch so you can place where you want the range to be facing.

	Level 1 (cost 50)	Level 2 (costs 110)	Level 3 (costs 180)
Range	8m	10m	12m
Damage Inflicted	8-10	10-12	12-14
Damage Diameter	4m	4m	4m
Rate of Fire	5 sec	5 sec	4 sec
Special Abilities	5% chance of catching ground on fire, burning the	10% chance of catching ground on fire, burning the	15% chance of catching ground on fire, burning the

	ground and surrounding enemies for 3 sec. Burn damage is 1hp/sec	ground and surrounding enemies for 3 sec. Burn damage is 1hp/sec	ground and surrounding enemies for 3 sec. Burn damage is 2hp/sec
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Out of game upgrades:

- base range + 2
 - Cost: 75 gold
- base damage diameter + 1
 - Cost: 100 gold
- rate of fire - 1 sec
 - Cost: 150 gold
- throw 2 fireballs instead of 1
 - Cost: 450 gold
- let it burn!
 - Cost: 550 gold
 - burn chance + 25%
 - second upgrade on this ability: burn damage + 1/sec

Defense Tower:

Put some defense between the infection and your town. The defense towers slow the crowd within the range, allowing you to single out and attack infected people easier. This is good for strategically placing doctors or soldiers, or if you choose to- mass murder a crowd. When placing this tower, the range will follow your touch so you can place where you want the range to be facing.

	Level 1 (cost 40)	Level 2 (costs 90)	Level 3 (costs 150)
Range	10m	12m	14m
Damage Inflicted	0	0	0
Damage Diameter	0	0	0
Rate of Fire	0	0	0
Special Abilities	Slows down the enemy within range	Slows down the enemy within range, increases the range of the closest tower by 2	Slows down the enemy within range, increases the range of the closest tower by 4,

Out of game upgrades:

- base range + 1

- Cost: 75 gold
- base range + 2
 - Cost: 100 gold
- increase the damage inflicted of closest tower + 1
 - Cost: 120 gold
- increase the damage inflicted of closest tower + 2
 - Cost: 200 gold
- Archers
 - Cost: 400 gold
 - adds 3 temporary archers that deal 2-3 damage within a 5m range
 - 5 sec cool down, archers stay for 8 sec
 - can place anywhere within range of tower, or is automatically added within tower

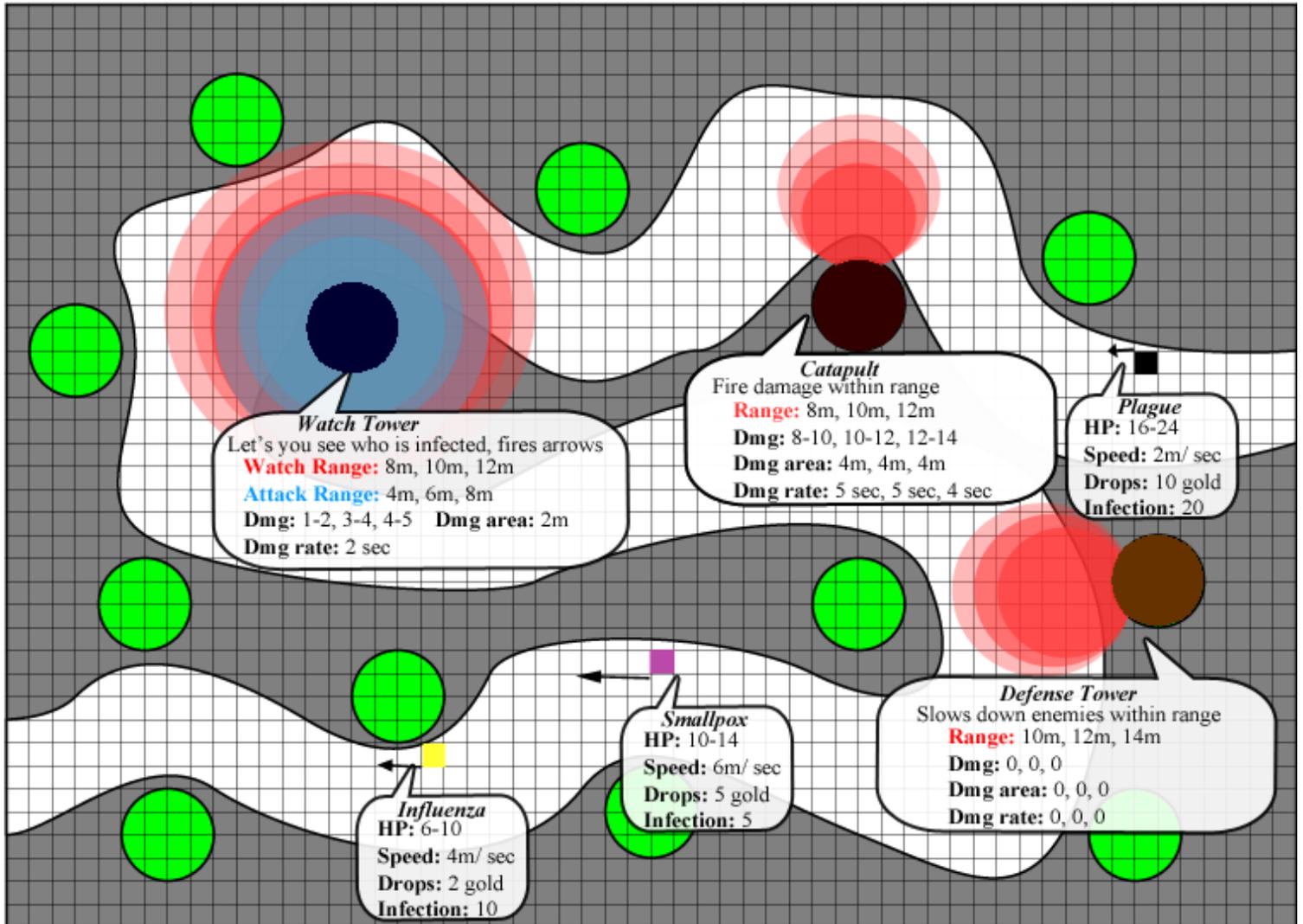
SPECIAL ITEMS FROM STORE:

Store also includes out-of-game tower upgrades.

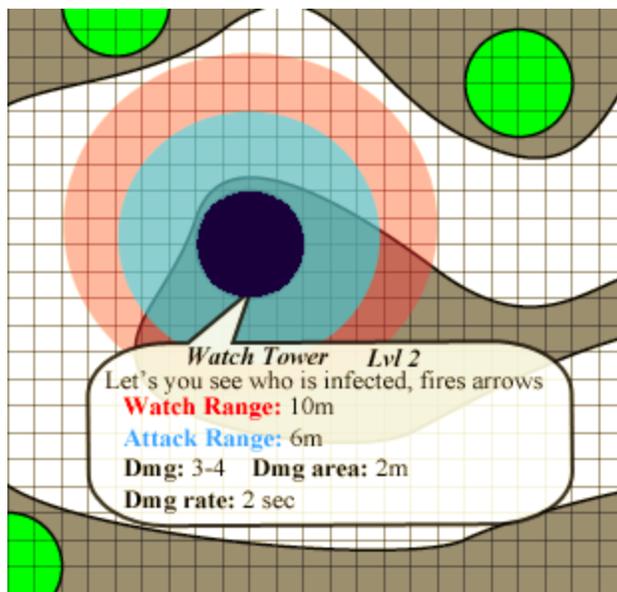
- Doctors
 - Cost: 350
 - you can buy 3 sets of 3 doctors that can be placed in the game during the wave
 - HP: 6-8
 - Range: 2m
 - Behavior: can cure infected if within range, and spends 5 sec curing the enemy
- Barricade
 - Cost: 275
 - Place a wooden barricade across the road that stays in place for 8 sec
 - Stops the wave from advancing for 8 sec or until it is destroyed
 - HP: 10
 - People (infected or not) do 1-2 dmg/sec when against a barricade
- Catapults
 - Cost: 375
 - lets you shoot two large fireballs
 - Damage range: 8m
 - Damage inflicted: 16
- Soldiers
 - Cost: 200
 - you can buy set of 3 soldiers that can be placed in the game during the wave
 - HP: 8-10
 - Range: 4m
 - Damage: 1-2 / sec

- Behavior: If placed within range of a watch tower, will only attack infected, otherwise will attack anyone in range
- Medicine landmine
 - Cost: \$.99
 - lets you place 4 mines within a level
 - when a person steps into the square where the mine is placed, sets it off
 - Cures everyone within range of any infection
 - Range: 6m
- Microscope
 - Cost: \$1.99
 - Let's you see all infected on the field for 15 sec
 - 2 min cool down
- Gold
 - 1,000 for \$1.99
 - 5,000 for \$4.99
 - 10,000 for \$7.99
 - 15,000 for \$10.99
 - 20,000 for \$19.99
- Extra Levels/Towns
 - \$1.99 each
 - or unlock with 3 friends

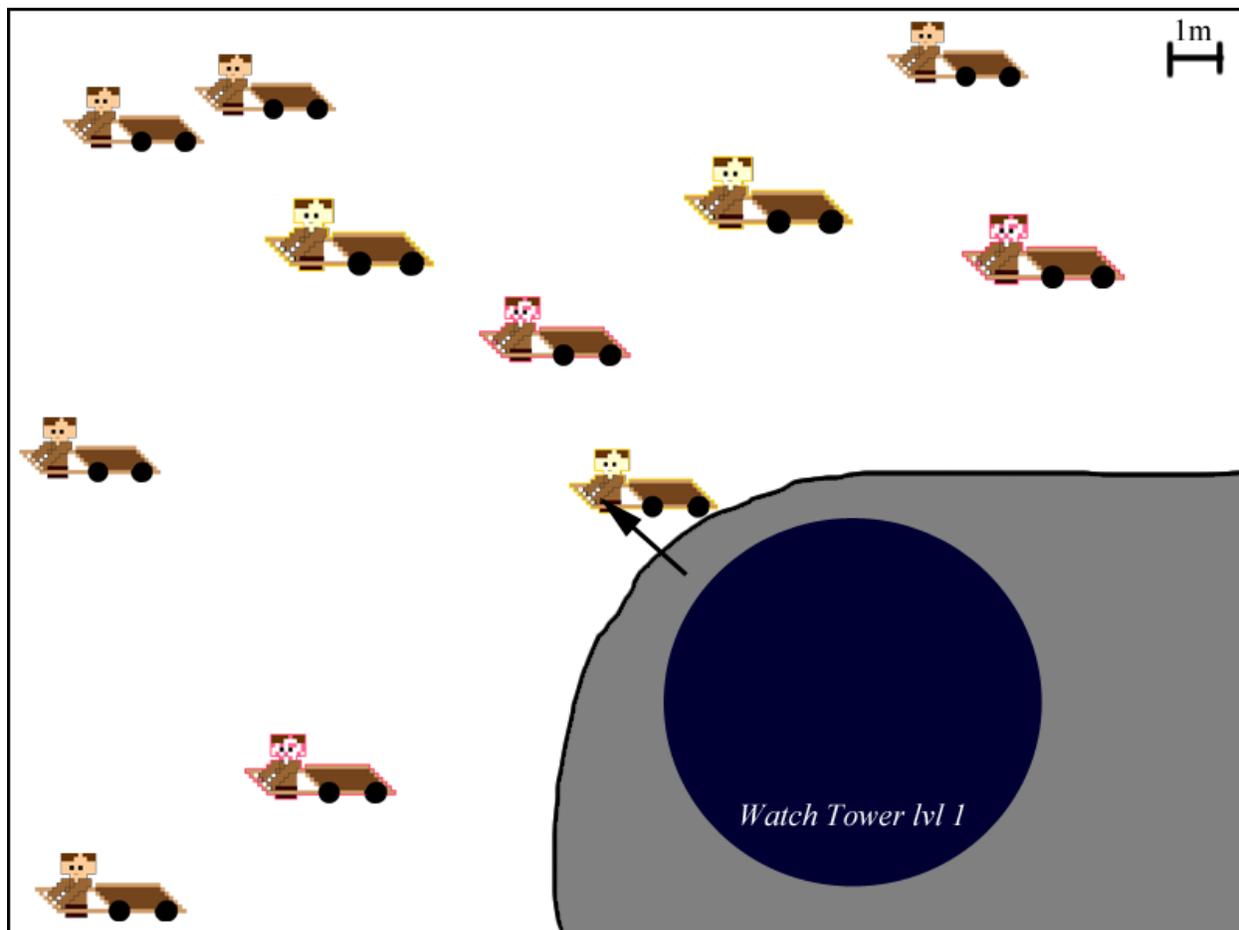
DIAGRAM



When placing a tower, it will only show the information to the tower that you are placing, so for instance if you were upgrading a level 1 Watch Tower to level 2, it could look like below:

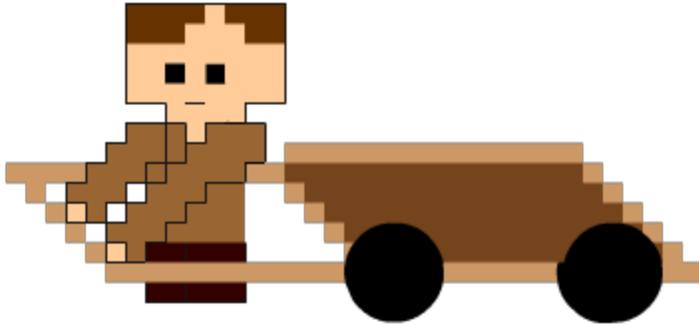


An example of what a crowd might look like using the Watch Tower, so the enemies far away do not appear infected while the enemies within range show infection. The arrow shows how the tower can attack close by enemies.

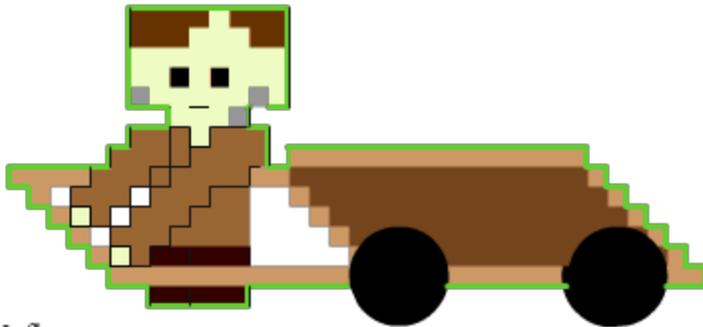


ENEMY CONCEPT ART

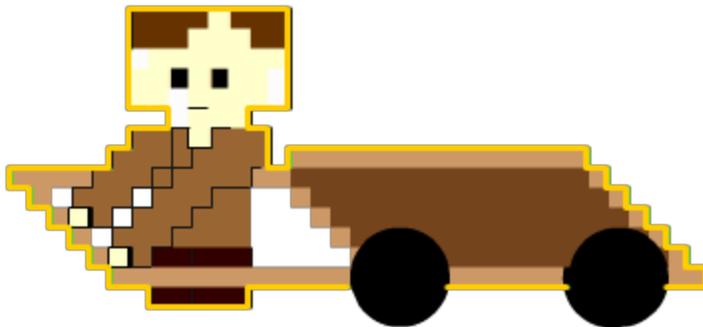
Not Infected/Unknown



Plague



Influenza



Smallpox

