Three Enemy Types
- Assignments
  - Midterm
  - Finals
  - These units are generally slower moving, have high HP (bullet sponges), slow attack
- Financials
  - Ranged
  - Debuff on money
  - Move faster than assignments
  - Die on contact with the base
- Sicknesses
  - Ranged debuffs
  - It targets the least sick base first → closest base second
  - On contact with base, it infects and resets the timer to MAX_SICKNESS
  - Base can have a sickness bar to show how long the sickness is lasting
  - Each sickness unit can be colored and match the sickness bar color
    - Green, blue, other sickness-like colors

Special Enemy Type
- Emergency enemy units are flying units of the 3 main types
- They require a skill shot to kill

Three Tower Types
- AoE
  - They shoot bullets which have splash damage
  - Upgrades can increase the splash radius, damage of bullets, speed of shots
- Straight/Normal Shot
  - Normal fire shot
  - 360 radius (not directed shot)
- Cone Shot
  - Initial short 360 shot range
  - Have a directional cone width for the bullets firing
  - Upgrades can increase the range, rate of fire, damage