1. Implement the AutoChess environment:
   1. Units’ lists (for 1, 2, 3, 4, and 5 cost units).
   2. Synergies.
   3. Abilities (3 types - tanking, healing, attacking).  
      To use the ability, a unit needs to attack 5 times.
   4. The shop - updates one time at the start of every round + can be updated if the player pays 2 gold. The shop contains units that are shown with certain probabilities, determined by the player’s level.  
      1. What information should the shop give about units? (cost + synergies + abilities for example)
   5. Board + Bench to hold units. Let’s make it more of a regular chess (square) board.
   6. “Star of a unit”.
      1. “Star of a unit” represents a unit's level. It is possible to have a 1-star unit, a 2-star unit, or a 3-star unit.
      2. If you buy a unit straight from the shop - it will have only 1 star, making it a level 1 unit.
      3. To upgrade a unit to a 2-star version - you have to have 3 copies of its 1-star version.
      4. Similarly, to get a 3-star version - you have to get 3 copies of its 2-star version.
2. Implement Random Agent
3. Implement EarlyDestroyer Agent **(If we have time)**.
4. Implement MidChillGuy Agent **(If we have time)**.
5. Implement LateGameSpecialist Agent **(If we have time)**.
6. Implement our RL Agent (Let’s call him something like RLFuturePro Agent, or smth else)