**Alex:** I added levels and economy basis, please take a look at them. You can also update these variables as you like! This is just my suggestion on how we can make it work!

**Implementing levels:**

* Level represents the number of units a player can place on its board.
* Level also determines probabilities of certain cost units to appear in the shop.  
  For example:
  + on level three players have 80% chance of getting 1 cost units in the shop,  
    20% chance of getting 2 cost units,  
    0% chance of getting 3, 4, and 5 cost units;
  + on level four players have 70% chance of getting 1 cost units in the shop,  
    25% chance of getting 2 cost units,  
    5% chance of getting 3 cost units,  
    0% chance of getting 4 and 5 cost units;
  + and so on…
* Levels can be upgraded by a player using money:
  + 4 gold to get level 4;
  + 8 gold to get level 5;
  + 16 gold to get level 6;
  + 32 gold to get level 7;
  + 64 gold to get level 8.
* Starting level for all players: 3

**Implementing economy:**

* Let’s say we have “gold”.
* Starting gold for all players: 13 gold.
* Every turn players get: 9 gold + 1 if they won the last fight + 1 gold for every 10 gold they have (up to 50).
* Players can spend their gold on:
  + buying units (from 1 to 5 gold);
  + updating shop (2 gold);
  + level ups (4 gold).
* Players can also sell their units for their original prices.

**Implementing the Shop**

* Choosing from a subset of 5 random units (probabilities are determined by levels)
  + Each unit needs to have a cost, synergy, and ability attribute
* Could maybe simplify this piece??
  + Alex: Synergies can be reduced to the lowest number possible, zero, and that will mean our bot needs to think of the best possible composition it can make using the units’ abilities AND placement on the board. To simplify abilities I can see that we make just two-three abilities for all the units (for example, strong attack ability + healing ability + tank ability). Also, we will NOT implement items in our environment - I think items are too hard to make since they are to be combined with each other.

**Our Implementation**

* Could maybe reduce the size from 8 to maybe 4 or something to reduce the complexity of our project??
  + Alex: 8 to 4 players, I see. Yeah, we will decrease this number. Honestly, we can also make just two players, so there is only one opponent for our bot, but we’ll think it through.