**Gameplay:**

* TWO players
  + Game startup MUST be shown
* Each player should hire a villager
* Villager movement
* Take over **NEUTRAL** land
  + Move rules should be respected (ex: can’t go into enemy territory with peasant)
* Collect wood
* Upgrade towns to forts which decreases the wood pile

**Visuals:**

* Wood pile increases/decreases as village accumulates/spends wood
* Need to be able to move, chop down trees, so those UI elements need to be added

**Networking:**

* Game happens over a network
* It should be possible to visually verify moves happen over the network
  + Does this mean immediately or after end turn?

**Map:**

* Can be pre-generated
  + Must have trees and meadows

# EVERYTHING ELSE IS OPTIONAL

Seriously guys, we don’t even have to do payment/income/tree growth phase.