

Starting Point for Prototype

Since you've set up camera movement and hexagon tile generation, here's a prioritized list of what to add next to create a functional core gameplay loop:

1. **Basic Building System**
 - Implement a basic structure-placement system that allows players to place buildings on tiles. Start with basic gathering hubs and production facilities.
2. **Basic Resource Mechanics**
 - Create a simple resource that can be gathered and transported. Set up resource trucks with pathfinding that take resources from gathering points back to the base. The trucks should be able to detect the shortest route and move along it, even if it's rudimentary.
3. **Enemy AI and Attack Mechanic**
 - Add a basic enemy AI that periodically targets either the base buildings or resource trucks. Keep it simple: pathfinding towards the nearest structure or truck, with a basic attack upon arrival.
4. **Basic Defense Buildings**
 - Create simple defense structures (like turrets or walls) to allow for early-stage testing of defensive mechanics. Focus on a single turret type that automatically targets and attacks enemies in range.
5. **Day-Night Cycle**
 - Implement a simple day-night timer that adjusts the frequency or strength of enemy waves at night. This feature will let you test how the dynamic difficulty impacts the gameplay loop.

Each of these elements can be expanded and polished later, but having them in place will give you a solid foundation for iterating on your core gameplay. From there, test to see how engaging it feels to balance resource gathering, defense, and escalating challenges. This will also give you insight into areas that may need further depth or adjustment.