Requirements

1. Cuban and Mexican Race
   1. Special Moves
   2. Uber Moves
   3. Transformations
   4. Automatically set stats when race is chosen with Method
   5. Each
2. Different Weapon Types
   1. Different Weapons with different spawning chances.
3. End Turn Handler
4. Chicken Out Button
5. Game Sounds

Questions:

1. How many races should there be?
2. Should there be extra types of stats?
3. How do I balance the game so one race does not become overpowered?
4. Where do I store the race stats?