**Setting:**

RTS

Historic re-enactment in the future (robots fighting as Spanish vs English).

Style: unturned blocky/voxel ish

**Asset List:**

**Units:**

Normal land unit(Riflemen)

Fast land unit(Cavalary)

Heavy land unit(Field Cannon)(2 unit capacity)

Healing land unit(Combat mechanic)

**Buildings:**

Baracks(1\*1)(increases unit capacity by 2)

Field Hospital(2\*1)(allows you to put units in here to heal faster and allows you to recruit combat mechanic)

Base of operations(4\*4)(Recruit units from here and select what to build from here)

Oil Farm(1\*1)(units consume food every night increase the base food by making oil farms and get more food by raiding/stealing)

Trench(2\*1)(allows your unit to get a bonus to defence while in here)

Stables(2\*2)(increase unit capacity by 1 and allows recruitment of cavalary)

Factory (3\*2)(increase unity capacity by 2 and allows recruitment of field cannon)

**Enviroment:**

Min: 3 different trees.

Rocks

Small Flora

Critters