How to win the game:

* Different types of points
  + Reach 1000 of any type and the player wins
* Type of Points:
  + Defensive points / Friendly points
    - Conquer and own a large portion of territory to win
    - Exploration gets some
    - Establishing bases = most points
    - fortifying territory to protect it
    - kill enemy unit on your territory
      * kill enemy unit for other players (friends)
  + Aggressor points / Unfriendly points
    - Based on number of points that the player cause other players to lose
      * Number of units killed
      * Territories lost/captured
    - Number of units
      * Strength of units

First turn will be when the player picks their starting location for their home base.

Consecutive turns:

* Spawn basic units (need these as starting point. All advanced units are upgraded version of these) – Base spawns these. They have movement, health, and damage points.
  + Grunts
  + Soldiers
  + Medic
  + Basic Air Vehicle
  + Basic Land Vehicle
  + Basic Water Vehicle
* Build beginner buildings (number of upgraded units supported based on number of buildings built. i.e. 5 commands for 1 barracks, 10 for 2. If barracks destroyed, all units supported by that barracks get de-ranked)
  + Barracks
    - Commandos (upgrade from Grunts)
    - Shock troopers (upgrade from soldiers)
  + Air Base
    - Fighter jet (upgrade from basic air vehicle)
  + Factory
    - Tank (upgrade from basic land vehicle)
  + Harbor
    - Destroyer (upgrade from basic water vehicle)
  + Repair Center
    - Dr. Fix (can fix anyone and anything) upgrade from medic
      * Can then repair vehicles
* Move units
  + Depends on unit type and level of upgrade
* Player Interactions:
  + Attack players
    - Attack units
      * Units can only attack units next to them (adjacent tiles)
      * No return damage from attacked unit
    - Take bases (attack all units and buildings in the base’s area)
    - Attack buildings
  + Friending players
    - No built-in system
    - Players will just have to collaborate in VR space

One player at a time

Players can spy on others when they are waiting on their turn.

Use pointers. If base is destroyed, attached/dependent units go away.

Player has pointers to all bases.

Bases have pointers to all buildings and all units.

Buildings will have pointers to upgraded units.

* Buildings built will auto upgrade units around them (up to five of the closest units)
  + Or could be selected by player

Hide points from players

Have separate class for all points from players

World points / Game status