**Base Build GDD**

* Follower spawn – consume food to spawn a new follower
* Follower death – allow followers to die in combat
* Building destruction – Buildings take damage and can be destroyed by enemies
* Building repair – When buildings are destroyed, they can be repaired by followers for a lower resource cost than the full build cost
* Pathfinding
* Land corruption and healing
* Larger buildings (4 tiles)
* **Save game**
* Fog of war
* Focus on selected follower with F key
* Spawn creatures over time (up to a maximum number)
* Priests heal soldiers and archers in combat when added to the squad

Functionality

* Land corruption and healing – healthy land can be corrupted by enemies, and corrupted land can be healed by priests
* Resources that are mined in corrupted areas draw more enemies and drop fewer resources
* Land healing draws far more enemies (priests must be heavily defended to heal land)
* Enemies can only be spawned in corruption
* Spawners appear in corrupted lands, the player must find them and destroy them before they grow
* Enemies target the home building (firepit etc.) until they are hit or are blocked by a wall
* More enemies and tougher enemies spawn as the player progresses
* Squads – allows soldiers, archers and priests to be commanded as groups rather than as single units. Combine squads to create armies

Buildings

* Guard tower – allows for archers to fire over walls when assigned to the tower
* Spikes – deal damage to enemies that walk over them
* Barracks – Convert followers to soldiers
* Temple – Convert followers to priests
* Archery range – Convert followers to archers
* Lumberyard/Mine/Farm – allows for resources to be gathered over time indefinitely
* Roads

Follower types

* Priests – priests can heal corrupted land over time, they must be defended while healing (more enemies attack priests while healing)
* Archers

Enemy types

* Undead – followers and soldiers can be raised from the dead by enemy necromancers. Standard undead followers have low health and damage, but soldiers have higher health and damage
* Necromancer – Raises followers and soldiers from the dead in an area around them (can only raise the dead in corrupted land)
* Corruption spreader – Spread corruption to uncorrupted tiles
* Explosive – moves really slowly but deals AOE damage when in range of followers or buildings. They must be killed in time

Stretch goals

* Play as the other side (spreading corruption) – possibly multiplayer, possibly AI

Bugs:

* Hitting creatures from far away
* Directing follower with full inventory to gather resource sends them to the storage, then sets to idle (FIX LAST TARGET THING)
* Bunnies outside map
* Sometimes doesn’t hit bunnies (not sure why)
* Squads pile up (move to the same position) – issue with swarm AI

To do

1. Re-order building menu (resource storage all together)
2. Separate tiles into chunks to allow for tiles to be streamed (make it procedural)
3. Ensure start is on land

Combat

* Make undead keep slight distance from soldier
* Squads:
  + Right click on a combat follower with a combat follower selected to either create a new squad or join the existing squad (maybe up to a maximum number of followers ~5)
  + Once a squad is created, it is selected by clicking on any of the followers within it
  + Followers in the squad can be directed to locations, to attack enemies or to defend buildings

Squad to do:

* *Select squad of follower if follower is in a squad rather than selecting the follower*
* *Swarm mechanic – keep followers away from each other*
* *Squad creation and joining*
* Squad management (removing followers)

Inspector

* *Add follower spawning at fireplace*
* Add building description
* Add follower details to the inspector
  + Health
  + Profession
* Add building damage to the inspector for all constructed buildings
* Add squad details and management

Pathfinding

* Update path if wall is built or the target moves

Corruption

* Prevent starting in water
* Ensure distance to start is greater than minimum value

Followers/Squads

* Make find target first check if the previous target was in a squad – if so find the closest enemy in the squad