**Base Build GDD**

* Enemies
* Food storage – Implement food resource storage
* 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

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
* 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

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

To do:

* Implement food resource on HUD