**TITLE**: MECH ARMies

**GENRE**: RTS with some hero type stuff (closer to Herzog Zwei for Sega Genesis than Starcraft/Warcraft)

GAME DESIGN: Object of the game is to destroy the opponents base. The map consists of each player's main base, plus static bases that can be occupied by either player. Occupying a base increases resources gained for purchasing troops and acts as a refueling center for closer attacks to the enemy, and can be gained by a player that attacks and captures it. Individual units like infantry and tanks can be purchased, but are only given basic orders like attack and defend, not directly controlled by player. The player controls their own superior unit that can transform from an aerial unit to a ground unit. When in aerial form, the player can transport troops at higher fuel cost and engage in air attacks. In ground form, functions like a heavily armored infantry, and using less fuel.

**GRAPHICS AND SOUND**: Top down 2D with a dystopian rustic slag feel. panicky, yet determined music. explosions.

**GAME AI**: Computer opponent that can mimic a player, build units, attack. The units you purchase need to attack within vision range, pathfind to closest base, enemy base.

**PHYSICS**: basic acceleration, checking if player is above another object/unit for certain abilities.

**FEATURE LIST**: Hero unit - controlled by player, transforms from air unit to ground unit. uses most fuel when carrying troops to least fuel use when in ground form. Refuels at controlled base. Respawns at own main base.

Units - can be given orders to attack on sight, attack and occupy a base (by given orders, I mean that you don't say 'attack this specific enemy unit', just engage with enemy troops in sight). When spawned/constructed, must be picked up at a controlled base. Infantry types (small, cheap, low armor/attack), tank types(expensive, high armor/attack).

Main base - acts as metric for winning condition.

all bases - static, can be controlled by either player. Send in x units to occupy. Acts as refueling center, unit pickup point.

**MODULES**: maps, bases, units, player, ui

**GROUP**: 3-4 should work