Whiteboard

A place to dump ideas until they find their true home...

- When queueing for battle players can either meet at a gathering point where they can meet with potential team members and look at the coming battle map making plans until everyone is ready for launch then everyone is teleported to a waiting ride into the battle.

Bren - Instead of a leveling system i was thinking of a tier system with different abilities in each tier.

- Space - Ground Combat/Cinematics

- Game Controller Implementation