**Improvements**

Show attack range

Show if a unit is doing something

Skip unit if doing something

Show movement Tiles even when not on screen

Gameplay

Make buildings block shots

Make bushes walkable

When not doing anything for 1 turn while next to a bush enemies in a cone radius from the bush cant see you (when standing in a bush no one can see you)

Change placement of document spawners

Make Map bigger

Add Resourcess

Implemented Tech Tree

Done

Show if you are over a button

Skip unit if she cant do anything

Show lifebars

Fix building times when both players build