What about making this strategic medieval warfare game idea I’ve had for a little while?

* A “randomly generated” map made from pre-designed tiles that arrange together in a random fashion <THIS IS THE MAIN CHALLENGE>
* Turn system (play vs AI?) <AI IS ALSO A CHALLENGE>
* Four types of units: 1 normal (infantry) and then 3 (heavy units, archers, cavalry) that interact in a rock-paper-scissors way with each other
* Set up a rule system (this is fun!)
* Pretty shamelessly base it upon Fire Emblem, but at a larger scale (maybe some Age of Empires in there?)
* <DEALING WITH A GRID AND TURN SYSTEM IS ALSO HARD>