Project emblem levels

There will be three main types of levels in the project emblem game, normal story-based levels which furthers the story, training levels which is just for grinding exp and recruitment levels.

**Story-based levels**

Will be designed to challenge the player, bray either introducing a new game mechanic or strategy. Story based levels will always introduce a new map to the player, there will be 10 of these levels. The objective in these are varied from kill all enemies, protect the point, capture the point, survive for an amount of turns.

**Training levels**

Will take from a pool of available maps, these being the maps the player has already played through, with randomized enemies at a similar level as the players units. The objective of this map is to kill all enemies

**recruitment levels**

Will take from a pool of available maps, these being the maps the player has already played through, with randomized enemies at a similar level as the players units, these units do not give exp, but there will be an unit randomized from the pool of monster units. The objective of this map will be to keep the monster alive and kill all enemies