Menus:

Add option to display damage numbers

AI:

Fix Arius AI spawning third miner with nowhere to go

Arius 3rd miner also doesn’t mine if there is an open node

Arius 2nd miner doesn’t mine sometimes as well

Make Sagan AI with nix

Battle:

Bring power supply to battle to spawn ship special

Add starting cool down for ship special

**~~Block camera from scrolling out of bounds < -280.x LEFT // 1010.x RIGHT~~**

**~~Clicking off selected unit not working~~**

**~~Fix units spawning starting position goes too low they off screen~~**

Fix attack timing and damage animations animation needs to match attack speed

**~~Fix units defend area player can click and move them too low/high~~**

Damage output needs to match attack speed

Fix attack/defend not finding targets in their own base when unit spawns they go to their spawn position and ignore enemies in their base

Find and fix all of the units retrieveUpgrades references

Try to fix layering issues for units/turrets/miners etc.

Create other ship specials Wall/Spawn Units etc.

**~~Need to tie in the unit capacity and add a unit capacity cap to battle~~**

Implement planet specific battle changes

Turret shooting at enemies after they die

Add blood splatters

Have clumped units spread out a little bit

Fighting units should always prioritize killing other fighting units first

~~Add building spawn pods~~

~~Create spawn pod building animation~~

**~~Tropical island add some green on ground around trees looks like desert~~**

**~~Temperate map trees blend in with grass make darker~~**

Add damage numbers

Add health bars  
Bring enemy AI miner upgrades to battle

~~Make miners button work based on players selected miner~~

~~Bring player Miner upgrades to battle~~

Space:

Fix splash reward particles not working

Need to add discovered new unit to reward splash screen

**~~Add chance to find a new unit card after battle affected by players luck stat start at 10% chance~~**

~~Implement power gauge and cost for scanning and ship special~~

**~~Calculate planet power level when planet created~~**

**~~Remove difficulty and change to power level~~**

**~~Add power level of planet to scanable option~~**

Display calculated player power level

~~Can’t scan planet already discovered by proximity need to be able to if player chooses~~

Stop player clicks while splash screen playing

Splash doesn’t play after some battles

Unit Upgrades:

Calculate XP cost to upgrade unit

Block upgrade if not enough XP

~~Add upgrades menu for player/miners/ship~~

**~~Fix unit card power level calculations~~**

Update unit card to match changes

Calculate card credits value

When click off a card need to clear the upgrade panel

Make upgrade bars less full and fill more

~~Add spawn pod upgrades~~

**~~Implement other unit cards~~**

Player:

**~~Player needs a default starting unit~~**

Move starting unit card to creating new game

Make sure starting unit cannot be sold or deleted in any way

Need to discover new units after winning a battle

Calculate player power level

Create player stats resource caps/miner caps/unit caps etc.

Add spawn pod type upgrades cap/cost/types etc.

~~Ship upgrades max power / max fuel etc~~