

User Stories

As an experienced player, I want to be able to invade and claim enemy ships, so that I can grow my colony even faster.

As an experienced player, I want to see caves as a new tile square that can have either a treasure or a trap, so that I can have more risk/reward situations.

As a history enthusiast, I want there to be gunpowder in the game, used in firearms as a way to make the combat feel more authentic.

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