Board:

* Make board not start out with any matches already completed
* Make it so that board fills in from the top
* Fix the algorithm so it's not as random
* If there are no matches, shuffle the board
* Give resource

Player:

* Add resource tracker (server)
* Add HP Bar (server)
* Player portrait (server)

Unit:

* HP
* Damage to deal per second
* Resource cost
* Level
* Movement speed
* Owner/Team

Unit Battle:

* Has path that the unit get sent on (server)
* Unit summoned should "walk" towards other player
* Units that collide should deal damage to each other
* Units that reach the player will deal a set am
* Have units that collide fight each other, and units that reach the other player deal damage
* The player castle can deal damage to units
* Units whose resource requirement hasn't been met cannot be summoned

Shop:

* Shop will be able to give items/upgrades to a player in exchange for gold
* Shop is standalone from the players, it sells the same things to both