Emmanuel

Matthew

Board:

* Make a single board available over the server that both players can input on
* Animate the tiles to make it easier to tell what’s going on

Unit:

* Balance units
* Add a couple more unit types

Other:

* Add sabotage ability(-ies)
* Make it so the host can’t start playing until his opponent has connected
* Add victory condition so the game ends when one player’s HP reaches 0
* Add a way to reset the game
* Improve UI