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User Story

As a Player I would like to imagine the battlefield being in these grassy areas that is surround by hills and trees with tow build from the opposite corner.'

Hexagonal grid which can be move by only clicking on the highlighted tiles

Similar to the D&D, the player that only three classes to choose from which are warrior wizard and rouge with different range of movements, attacks, and health points

Each of the class can improve their skill set and equipment in order to get strong and progress through the battle field.

As a casual play that do not have time for intense gaming, I would like tit to be a simple turn based game.

When the one of units attacks it slides towards to the target and when that unit hits the target, the opposing unit blinks and when one of the units dies then the unit fades away.