Business Rules:

**Home Base**

* Home base has no limits when it comes to amount of scouts

**Scouts/Jets**

* Fuel tank depletion depends on speed, weight, and height
* The higher the height, speed and weight then the faster the depletion
* Each aircraft contains a certain amount of fire power depending on aircraft model
* Each aircraft will have a minimum and maximum height and speed
* When aircraft gets hit by obstacle then it goes down.

**Enemy Camp**

* Enemy camp consists of territories and obstacles.

**Obstacles**

* Obstacles vary in size; therefore these will cover more position
* All obstacles have a certain range they can fire, from short to long range
* Can take down any aircraft with one hit

**Inventory**

* Inventory will be items such as oxygen tanks, bullet rounds, missiles, bombs, and parachute seat/s
* Each item has a certain weight.
* Each item has a quantity it comes with, e.g. missiles cannot be lower than 2 and not more than 8. They can only be in an even set, meaning you cannot have 3 or 5 missiles.

**Territories**

* These are located within the enemy base
* These can be barracks, equipment storage, hospitals, etc.
* There will always be a territory that has more priority than the other.
* Certain territories will only go down once a certain amount of damage has been dealt. Each attack reduces the aircraft’s weapon inventory