Do/Story List

Add Attacks

* Cause attacks to do damage
* Set death flags when necessary

Add Energy Costs, Limits

* Energy used for movement
* Energy used for attacks
* Block actions when we have insufficient energy

Add alignment (party 1,2,3...n)

* Give characters an alignment so they can tell who should be attacking whom

Write rush/zerg AI, set as default AI

* Charges nearest enemy (if none are in attack range)
* Attacks random enemy in range

Add Turn Mechanic

* Give player control over their party
* Given AI control over their party (parties?)
* Adjust stamina and energy values

Update UI

* Add end turn button
* Add team roster cycle button

Overlay UI

* Add cost indicator for movement/potential movement
* Add status/damage text that pops up when damage occurs

Add randomization

* Change attack to have a change to miss/be avoided
* Randomize damage of attacks
* Add character status that affect damage and chance to hit