# UI

* Objectives (attack a horde, take over X POI)
* Cheese rate works
* Action toolbar is more obvious
* Speech bubbles for context (funny)
* Arrows to show horde movement
* Better horde labelling
* POI capture effects
* POI Controlled Indicator
* POI stationed hordes indicator
* Show help info on hover over each action
* Horde list, and click to move camera and select
* Battle start effect
* Battle end effect
* Battle progress indicator
* Minimap
* Score display (only for current player, others will be on leaderboard on projector)
* Proper UI borders
* Clarify you’re selecting whole horde not an individual rat
* Proper passive evolution notifications
* Make effects of cheese clear
* Tutorial overlay
* Big help button to show help for all UI

# Map

* Fewer, larger biomes
* Different tiles within biomes
* Better spread of POIs
* Spread POIs based on type, so different types don’t group up

# Gameplay

* Human POIs send out attacking patrols
* Hordes can die fully, except for last horde alive for any player
* Mini bosses
* Ramp up AI pressure in last couple minutes
* Active mutations
* Combat options
* Different biome effects
* Unique horde commanders

# Embellishments & Tweaks

* Better intra-horde movement
* Rats eat dead bodies
* Rats push bodies, but don’t get stuck on them