**Added features**

**New Units**

* NeutralCreep are part of the “Neutral” faction with limited movement. (5)

**New Buildings**

* NeutralCamp spawns NeutralCreeps at fixed intervals. (5)
* Towers are a new building that damages units that get in range. (5)

**Using resources for an in-game event**

* Buy Button allows for the player to increase their units health by paying resources from their resource building (10)

**Made a new neutral enemy that both teams fight**

* NeutralCreep are part of the “Neutral” faction with limited movement. (5)