

## Economy

Monster player gets money that they can buy monsters or upgrades with.

Players:

Monster:

- They get to control their enemies after spawning
- A bit more variants

Game Board:

Generation:

- Procedural Gen for the Levels
- More Obstacles

Level Size:

- Same size of hoplite

Objective:

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Spawning:

- Monster chooses where their monsters spawn, They can't spawn monsters in the radius around a player's spawn.

- Player gets to choose where they get to spawn

Environment:

Lava Dungeon:

- Lava | Lava tiles that burn units that fall into them
- Lava Plume | Tile that spews lava periodically, but can be walked on when inactive

MVP:

- Procedural Gen
- Unit | Stabber, Archer, Bomb, Wizard
- Level Select
- Pillar
- Upgrades
- UI | Health, Upgrades, Navigation, IP
- Networking | Lockstep Multiplayer
- AI
- Pathfinding
- Hex Grid