# Out Of Control

## Troop manager:

* Control simple units through level
* Give troops commands to help them retain sanity?

## Weighted combat:

* Turn based, preallocate so many points to certain areas, ai then rolls and picks from to determine its moves. So a 3 defence, 4 attack and 3 regenerate, gives a so much chance of playing that type of move.
* Disallow putting of more than 7 into one type?
* Allow players to gain back control?
* Requires interesting enemies.
* Certain amount of the points are pre-allocated by thing controlled. Smartly allocate based on enemy intentions?
* AttackPhys/AttackMag/defendPhys/defendMag
* Decision locked in for x rounds

## Top down, weapon always fires, random buffs applied:

* Random map generation
* Clear floors in generic top down fashion
* Unable to stop weapon from firing
* Things that should not be shot at
* Weapon has queue showing its intent over the next x seconds?