* Start with a unit in a random valid location
  + Set camera with unit at center
* Unit can stack properly
* Select a unit from a stack
  + Only render one unit from stack
* Move unit to valid location in a valid distance
  + Move multiple times until all moves are used up (4 moves)
* Task is done for every move(not 1 increment like in CIV)
* Selectable and display abilities
* Display select name, abilities
* Claim lands
  + Color/border claimed land
* Gather food and gold
* Food from environment, gold from population in town and town level
* Units and towns use food and gold
* Towns make units
* ~~Mouse to move map(if on edge)~~
* Right click mouse for more info
* Highlight when hovering over valid things
* GoTo unit when icon is clicked
* One town per tile
* Menu
  + ~~New game~~
  + Quit button
* Display food and gold and population
* Animations
  + Slide to area
  + Walking animation
  + Building animation
* Display moveable unit counts
  + Skip turn for unit
  + Cycle units
* Cycle towns
* Animations
  + Walking animation
  + Building animation
* Minimap
* Fog of war
* Corner tiles
* Unit formation
  + Armada
  + Platoon
  + Group 3-5 units
    - General for more grouping
* Religion/piety
  + Sacred lands
  + Ceremonies for bonus
  + Choose religion bonus
  + Build Stonehenge
* Ai
  + Diplomacy
* More unit types
  + Settler
  + Worker
  + Warrior (I II)
  + Boat
  + Mounted unit
* Unit stats
  + Moves
  + Health
  + Attack
  + Defense
  + Hunger
* Research
  + Farms (I II)
  + Hunting tools
  + Wood cutting
  + Ships
  + Weapons
  + Pottery
  + Wood Working
  + Stone working
  + Mining
  + Agriculture
  + Irrigation
* Town development
  + Build walls around tiles(4 walls max per tile)
    - Walls must be your, allowed permission or destroyed to move across
  + Towns build units with food/resources
  + Population
* Resources
  + Food
  + Wood
  + Stone
  + Currency
* Tile improvements
  + Sub-towns
    - Farm
    - Woodcutters
    - Hunters hut
    - Mines
    - Plantations
    - Barracks/training camp
    - Stable/ranch
* Natural resources
  + Fish
  + Game
  + Wood
  + Stone
  + Gold
  + Iron
  + Copper
  + Ruins(goodie huts)
  + Wheat
  + Silver
  + Clay
  + Horses
  + Sheep