In FormationEditor something is removing from HexGrid.pieces and making the pieces not move when terrain is updated

This should not be happening, I have no idea why it is happening

Towers give energy discounts if controlled

Add CanDrop() check to every step along route.

Formation UX

Possibly change SelectCollection so that potentials appear a different color.

CARD SELECTION

Oh god.

Images? Do I even want them?

Formation Editor

Color selecter?

At some point we will need default formations to survive a build.

Probably, load them from file using the Resources class