Features

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* Saving AI <IN PROGRESS>
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* Regular levels
* Refactor old AI
* Level Select
  + AI select
* Agents / Robots
  + Train Agents
    - Add Training Level
      * Ghost of Elite
    - Training Resources
  + Send agents on Mission
    - Background / Foreground?
* Backdrop
* Level Creation
* Abilities
* Characters
* Shop ??

Have Robots/ Agents

Level Specific Agents

General Purpose Agents

Can send agents on mission for resources

Look at agents info

What type

Neural Net

View their neural Net

Save their neural net

Train neural net

put in evolutionary algorithm

Change EA parameters



