Front-End Project **THUNDER DUCKS** (hooooooooooo) - Dave, Paige, JT, & Eric

-------------Remember-----------

Priority 1:

Make it modular - Lots of functions

Priority 2:

Comment the ***SHIT*** out of this

**Core Milestones:**

1. Heatmap
   1. Build
   2. Color change
   3. Grow automatically
2. Zoom-in & populate
   1. Frequency
   2. Populate Hospitals & Military Bases
3. Remove heatmap by radius
   1. Gain ways to remove spread
      1. Hospital
      2. Military Bases
      3. If taken over, removes amount gained to remove
   2. Kill Option
      1. Easier
      2. increases rate of spread
   3. Cure Option
      1. Harder
      2. Decreases rate of spread
4. Way to die
   1. Heat map takes over

**Bonus Stuff:**

1. Multiple Cities
   1. HP
2. Player Icon
   1. User moves inside the zoomed in map
3. Better Weapons as further along
   1. Trade-In
      1. Kill
         1. Bigger blast radius
      2. Cure
         1. Can leave cities alone and not worry about what is happening
4. Cheesy Zombie Story
   1. Videos?

**SUPER BONUS:**

1. Mascot