**BOARD**

**Size X: 20**

**Size Y: 15**

**ABILITIES**

. Teleport: The player teletransport to a tile, so players can´t block him.

**NOTES**

. Players can decide what way they are gonna face after a move. It is always easier to move in the direction you are facing.

**IDEAS**

. Tiles that change during the game, like grass worn out by a super shot.

.Map zoom

. Idle animation

Create names randomly (japanese?)

http://www.behindthename.com/random/