**Lobby Ideas and Concept**

1st Tier Priority

Lobby UI/ Basic:

* List of currently connected users
  + On click/mouse-over show information about each user, such as highest “Environment Score”, current species unlocked, Money, etc.
    - Encourage a competitive aspect in the game, by allowing the player to compare their stats to other players online
    - Maybe include a leader board
  + Possible user contact list/ friend list
* Removing one of the Currencies
  + Will remove the “credits” / “Points” currency, additionally remove the restrictions on playing mini-games
  + Rebalancing the rewards from mini-games (mini game teams will need to correct this for their specific games
* Shop
  + Fix the shop, and improve the UI to add clarity

Tiles:

* Show who own tiles
  + Provide information about the player who owns the tiles, such as their environment score, mini-game wins, etc.
* Getting tiles
  + Players get tiles for reaching certain goals, dictated by the environment score, this would scale in a way that prevents 1 player from taking too many tiles
* Adjust the carrying capacity of tiles, to more accurately reflect the terrain the tile represents
* New textures for the tiles
* Realistic tile placement based on the adjacent tiles
  + Eg. No Jungle tiles adjacent to Tundra

Environment simulator:

* Correct the errors in past code ( Fix)
* Include a feature to fully clear the environment so the user can start fresh
  + Possible feature to decrement the biomass of specific species, rather than just a full clear
* Improved graphics

Android

* 2d representation of the environment
* Display user statistic
* Playing games on the mobile version allows the user to generate coins which can be spend on the full desktop version of WoB
  + Other connection between the Android and desktop versions

2nd Tier priorities

Lobby UI/ Basic:

* Recently played with users( for multiplayer games)
* Trading species between players
  + Each player would have the ability to purchase only a portion of the available animals
  + To collect all the animals, it would be necessary to trade species with other players
  + This could be either a passive element, ie. When you play with another player in a multiplayer game, their species become available to you
  + Or an Active trade feature
* Social media elements added to the lobby
  + Posting achievements that other players can see, along with a message, and maybe a screenshot
  + Posting multiplayer game requests

Tiles

* Dynamically expanding map, that generates a realist environment
  + To account for growing player base
* Ability to upgrade the carrying capacity of tiles, Terraform