Object Outlines

1. Units
   1. Movement
      1. Variable
      2. By turn
   2. Visibility
      1. Variable range
   3. Health
      1. Variable
      2. May have shield supplement
         1. Variable
         2. Recharges over time
      3. Has a max capacity
      4. Restored at some building
         1. At cost?
   4. Build cost
      1. Variable
      2. Single resource
   5. Build time
      1. Variable
      2. Wide range
   6. Functionality
      * 1. Actions
           1. Attack
           2. Fortify/Defend
           3. Some utility
        2. On destruction
           1. Debris field?
           2. …
   7. Turn process
      1. Move
      2. Do action
      3. Choose direction to face?
2. Buildings
   1. Visibility
      1. Variable range
   2. May either be built or appear at start of game
   3. May be controlled by a player or neutral until captured
      1. Can be captured
      2. Some can be destroyed?
   4. Functionality
      1. Actions
         1. Build units
         2. Repair units
         3. Some utility
         4. Ownership as victory condition
      2. Actions may take several turns to complete
         1. Building units
         2. Repairing units
3. Resources
   1. …