**Candy Wars**

**Ideas for game:**

* Name of game has nothing to do with gameplay.
* When enemy is killed it explodes and all the tiles underneath it, and within radius of explosion, flip and change color to the defeated enemy.
* I want lightning bullets that chain attacks through adjoining enemies.
* When an explosion occurs all tiles get sort of pushed back and wiggle.
* Enemies have an elemental base.
* All bullets are elemental and enemies can’t be killed by like elemental bullets, and when an enemy is killed by an opposite bullet it results in a larger than normal explosion.
* Player also changes element and color to match bullet.
* While a certain color, you are immune to that color of projectile, but explosions will still kill you.
* Piñata enemies that explode into piñata goodness and candy gets spread about