The requirements for this software is to run turn-based games set on a 2D grid.

**Goals**

* Sufficient for grid-based tabletop game simulation
* Allows user control over map and units
* Reduces the time spent on calculating unit abilities and interactions
* Expandable and flexible software structure
* An enjoyable experience for a solo, non-DM user (optional)

**Features**

* Import grid and unit layout from a file
* Save/export current game status to a file
* User control over unit position and status
* Keep data unique to each unit
* Calculate the outcome of unit abilities, and modify unit status(‘) accordingly
* Unit movement routes
* Campaign menu links different maps with shared units
* Sound effect and music events
* Map creation tools
* Unit/Map user permissions (optional)
* Unit AI (optional)
* Dialogue and story tools (optional)
* Peer-to-peer networking (optional)
* Built in campaign (optional)