Background: You and your brother are part of the order of balance. You die, your brother must save you by getting a relic from the land of the gods. It brings you back to life, but in an etherial form, and changes your brother for the worse. He decides the only way to bring balance is to eliminate the problem itself.

Objective: Get the highest score/beat your brother

Game Deliverables:

1. Map
   1. Each battle you choose to fight in you must choose a side
      1. Choosing a side helps maintain balance
   2. Balance is based on territories owned
   3. Different terrain type on multiple territories
      1. Cities
      2. Desert
      3. Forest
      4. Swamp
   4. Zones based on faction, neutral, or blighted.
      1. Neutral zones can be captured without time delay each turn, unless a battle forms between the two factions on the zone
      2. Blighted zones are unable to be captured until mini-boss is defeated
   5. Map is turn based
      1. Each turn is based on an overall time calculated from number of territories under attack
         1. Each territory calculates its own addition to the time based on scale of battle.
2. Enemies
   1. Brother
      1. Shows up to create blighted zones with mini bosses
      2. Must beat all mini bosses to fight the brother
3. Nether and Ether Spells
   1. Attack types
      1. Basic Primary attack
      2. 3 spell slots
   2. Spell Slots/Trees
      1. Attack
      2. Utility
      3. Defense
   3. Upgrades
      1. Upgrading individual tree mods that spell
      2. Special upgrades based on points, challenges, and bosses
   4. Equipping spells
      1. Have to equip two spells designated by the faction you are fighting for, third spell could be from either faction
4. Battles
   1. Battle types
      1. Assassination
      2. Control
      3. Attrition
   2. Battles can have unique objectives that give bonuses
   3. Each battle could possibly have a secret way to make it harder, with better bonuses and score
5. Battle Bonuses
   1. Time bonus
   2. Extra xp
   3. Score multiplier
6. Power ups
   1. Health
   2. Spell damage
   3. Speed