Implement limited amount of seeds so that you have to buy more from the merchant

Add experience bar & leveling up

Unlocking new minigames and monster when reaching certain experience levels

Add unknown resources needed so that players can fail

Add 4 more monsters

Add rare resources for mystery monsters

Add at least 2 more minigames

Add Elder and storytime narrative with Hints!

Update and revamp marketplace

Add narrative in general!

(not really)....(unless)

ADD TOWER DEFENCE