Keep it alive

Buildings:

* Power station
* Power Pole
* Town/Village
* Sentry Gun

Resources:

* Copper
* Wood
* Coal

Enemies:

* Zombie

Gameplay:

* Resources are produced by the villages.
* Villages need power to produce / defend.
* Wood and Copper are used for poles.
* Coal is for the Power Plant.
* Zombies attack power poles / villages.
* Optional: More power, more zombies?