For my first game, I'd like to create a turn-based puzzle game. In this game, you would move along a 9 x 9 grid, attempting to defeat enemies. Every time you move or attack, your enemies would as well. To complicate this, your vision is obscured such that you can only see a certain subset of the board (somewhat in the spirit of Hunt the Wumpus). The goal then is to maneuver so that you can attack enemies by getting them in your vision, while avoiding their attacks from out in the obscured tiles.