

RTS Support

RTS Requirements

- Units Selected
- Ability Targeting
- Select Units()
 - Click
 - Drag
- Players
 - Race?

Chat

- enter text
- Send chat
- Set Name
- Private chat

Lobby

- Target number players
- Start Game

RTS_CameraComponent

- camera movement

RTS_Upgrades

- Icon
- Description
- Effect

RTS_Unit

- Size
- Movement
 - Speed
 - Type (ground, flying)
- Weapon
- Armor
- Ability Card
- Mesh
- Animator
- Cost
 - Resource[]

RTS_AbilityCard

- Abilities[]

Grid Map

- Resources
- Buildings Placed
- Pathing
 - Ground
 - Air

RTS_Ability

- Icon
- Effect
- Targetting
 - Single target
 - Self
 - Cone
 - Radius
 - AoE Ground
 - Terrain
 - Ground
 - Air
 - Ally / Enemy
- Cooldown
- Passive
 - onAttack (weapon, target)
 - onDefend (weapon, attacker)

Assets

Local storage

Send Images as URL and unpack in JavaScript

Send Images as RGBA array

Server sends list of items

Load game when entire list has been loaded

Editor

Textures

Import from URL

Mesh

Animators (*when time allows*)

Animations

Weapons

Armor

Units

Abilities

Targeting

Effect Scripts

Passive Scripts