

RTS Support

RTS Requirements

- Units Selected
- Ability Targetting
- 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)

Game

e-Cons

Economics RTS

Editor

Textures

Mesh

Animators (*if time*)

Animations

Weapons

Armor

Units

Abilities

Targetting

Effect Scripts
Passive Scripts