# Demoing the Troop Types

## Muskets

Use British Army formation.

Things to Note:

* Basic range unit
* Health is 75
* Will only attack when things are inside vision range
* Spawns bullets in a spread of ~60 degree cone.
* Bullets will deal from 90 - 130 dmg (to stimulate how a wound to the head will deal more damage than an arrow to the knee)

Setup again, and spawn a musket against a knight

Showcase the shoot-speed slider (others are a bit hard to demonstrate)

## Pawns

Spawn one red pawn and one blue pawn

Things to Note:

* Basic melee unit
* Health is 125
* Will only chase after things inside vision range.
* Will attack turtles on the same patch as itself, and deal knockback, just like all melee troops

# Showcasing the Terrain

## Terrain formations

Just show all of them first

## Grass

Set terrain-formation grassy field

Set troop-formation british army

## Trenches

Set terrain-formation western front

Set troop-formation british army

## Walls

Spawn a couple pawns

Set terrain-formation western front

# Showcasing Troop Types continued

## Ninjas (should come after showcasing terrain)

Spawn one red ninja troop, one red musket troop and a blue knight, and the western front terrain.

Things to Note:

* Another melee unit
* Fastest movement speed in-game -- 3x speed of muskets
* Same melee traits that apply to pawns apply to ninjas
* Unaffected by terrain. Showcase it running through walls and trenches and stuff

## Kamikazes

TOTAL MAYHEM formation

Things to Note:

* Suicidal units
* Will kill opposing enemy upon contact (deadly to melee troops), also kills themselves
* Lowest health in game.

## Snipers

Spawn one red sniper, one musket sniper (in the same y-cor), and one blue knight

Things to Note:

* Snipers have infinite range
* Will not move
* Better accuracy than muskets, bullets also travel slightly faster
* Fire ⅕ speed of muskets
* Lowest health in game