Left Click

* Friendly unit selection
* Enemy unit selection
* Friendly building selection
* Enemy building selection
* Resource selection

Right Click

* Moving
* Harvesting
* Building
* Attacking
* Interacting

Research

* Blacksmith
* Lumber Yard

Combat

* Attacking melee
* Attacking ranged
* Injuring
* Healing
* Capturing
* Dragging

User interface

* Change on unit/building selection
* Construction placement
* Time counter
* Minimap
* Progress bars

Buildings

* Construction mechanic
* Training mechanic
* Resource yard mechanic
* Research mechanic
* Stats changes on research

World

* Mountains
* Resources
* Buildings
* Terrain
* Textures

Lighting

* Campfires
* Buildings
* Torches

Sound

* Voice acting
* UI Sounds
* In game event sounds