# Version 0.1

First alpha! It took a bit to get here but this should give you a basic idea of what we have to work with, or rather it will be the default position and the updates will give you a sense of what we are *really* working with. Anyways here is a bunch of stuff you need to know in no particular order.

* AI is a pipe dream right now. I intend (in fact need) to develop some dummy rules for players as the game is really based off 6 player positions but as far as sophisticated interaction goes, it may not occur before we just decide to slap this baby down on a table with some proxied up components again
* The current player is displayed on the top of the screen in big bright letters. Be very conscious of this as you complete actions so you know you are on to the next player
* Any of the end of round actions like transplanting villages and setting up the trade matrix will have panels which do not give a lot of indication that you have selected an option and are on the next player; see previous comment
* The trade matrix, which comes up at the start of each round, is where you set the commodities that can be sold to that given player. It is very buggy ☹ . Unless you actually change any of the dropdowns it will default to the initial values (wheat, fruit, bread, liquor) even though the dropdown shows the value selected by the previous player
* And speaking of buggy dropdowns (it’s a theme and my first priority to update), the dropdown for production may or may not behave in a similar fashion. One thing it will not do is remove items once you are at your max so you can produce any number of peasants over the course of a single game if you had the commodities
* The game currently has no win condition, but as you can see from the game rules, the actual win condition will involve getting gold. The way to generate gold is to sell more advanced commodities to other players and to have more influenced hexes
* Hovering over a tile will show you all the pieces currently on the tile as well as a host of other important bits of info. If you click on a player city it is intended to show you their current matrix but due to the dropdown issues it does not do this correctly. Once again figuring out how to correctly use and alter dropdowns is my first priority
* I think I coded for all buttons you can’t actually use to be blocked out. When you click a button the highlighted image will persist but the button may actually be clickable. For example if you pass several players the pass button does not appear to reset but it is in fact clickable
* The first thing you will be prompted to do is set racial commodities. This is the one time you can set which basic resource your city will produce. This is meant to be linked to racial options later on
* Units do nothing right now. None of the actions where they interact with tiles are coded yet. Reason being, I needed to see how basic board setup and resource generation would work. Martial units will fight but that’s about it. Peasants are really the only thing doing any work at this point, but as soon as other actions come into play more units will come in handy
* There are five building coded in right now. Each of them allows for production of an advanced resource from your peasants. Basically your peasants will make a basic resource plus an advanced resource if you have the appropriate building for the tile they are on (see game rules). Refineries were not rigorously tested but they should function by generating either a basic or advanced good depending whether they are a basic or advanced refinery. If you are wondering why bother, advanced goods sell for the most.
* I haven’t actually reflected it in the game rules yet, but you can never end up with two coast tiles to choose from. You can place two coast tiles adjacent to your city over two actions but in a given explore action you will always have a non-coast to place. Oh any you probably want a coast tile even though they don’t generate resources because you can use them to sell a commodity to any player rather than one you are connected to
* For reasons, all movement confirmation will be right click, but everything else is left click. The text at the bottom should make this clear
* There is text at the bottom of the screen! This should tell you important details for actions you are trying to do