AEGIS is currently in a very early prototype state but has most of the main systems implemented. Here is a list of how to control the game in its early state and what is included so far.

- Top row of cubes is player 1, Bottom row is player 2

- The game starts on player one's turn

- Clicking a unit selects it. (it will highlight green when it is selected)

- Clicking an already selected unit will go into move mode (surounding hexs will light up blue)

- While in Move mode you can click any hex to select the position to move to. (currently all units have unlimited move range)

- When you are happy with the selected location you can press the confirm button and the unit will move.

- Switching turns will set it to player two's turn and allow you to control the top set of units

- Also by pressing WASD you can shift the camera around and you can zoom with the scroll wheel(currently no bounds on the zoom)

- You are able to use the unit's actions and when selected an enemy unit that is within range and within sight will highlight in red and allow you to select it. When you attack with a unit they must have a clear line of site to execute the attack unless the attacking unit has the arcing attribute.

- NOTE: GMD-100's action has a heavy attribute which means he can't use it if he moved on that turn. This is not a glitch but looks like a bug because it isn't clearly displayed

- Once selected the correct amount of dice will fall and the proper damage is calculated based off of the dice roll and the unit's accuracy and damage stats.

- Energy is properly calculated from the units that are on your team and is deducted based on your movement and actions. At the beginning of the turn it resets back to your normal pool.

The Team builder screen allows you to sort through many different units and select 5 of them to bring into battle. You must select 5 any less will throw an error currently. After selecting your 5, you are able to save it to a save slot.

Attributes that are currently implemented are: Anti-Air, Arcing, Critical Hit, Heavy, Expose, Melee, and then Armor Pierce and Laser find the proper targets but they don't apply the damage to the correct targets yet.