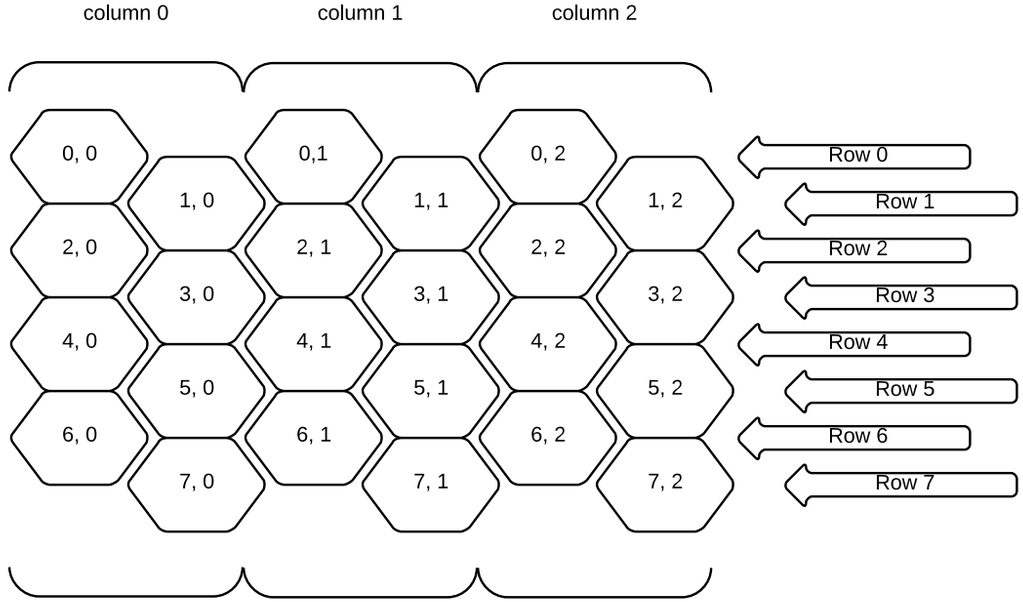


Movement:

up: row - 2
down: row + 2
up left: if row%2 == 0: row - 1, col - 1
if row%2 == 1: row - 1
up right: if row%2 == 0: row - 1
if row%2 == 1: row - 1, col + 1
down left: if row%2 == 0: row + 1, col - 1
if row%2 == 1: row + 1
down right: if row%2 == 0: row + 1
if row%2 == 1: row + 1, col + 1

Other notes:

We will always have an even number of hexagons going horizontally with this model. If we want to stick with the idea of a square board, this uses the most hexagons.
As far as drawing is concerned, pygame handles basically everything. All that needs to be done is we just need to create a pygame surface object of the board, and then what we draw is just a subsurface.

As far as pathing is concerned, I think we won't have that much trouble. This all can be reduced to a graph problem.

Shooting will still be a pain in the ass, but we'll get there!