Change 1

Shows if you are over a button

Change 2

Skip unit if she cant do anything, when pressing the next unit button

Change 3

Commit: 3a2433a

Show lifebars, when unit is damaged

Change 4

Commit: 2f2d4af

Buildings are build on the start of the turn of the player who is building it, instead of spawning on the blue players turn

Change 5

Commit: 6479b7f

Shows movement Tiles even when not on screen