

GameBoard

Grid

Grid Width: Changes the width of the gameboard with an int that represents the amount of tiles that will be generated on each side of the middle tile. Grid width 3 will result in three tiles to the left, then the middle tile and finally three on the right side so 7 in total.

Grid Height: Changes the height of the gameboard in the same way as the width works. Grid cannot be higher than the width.

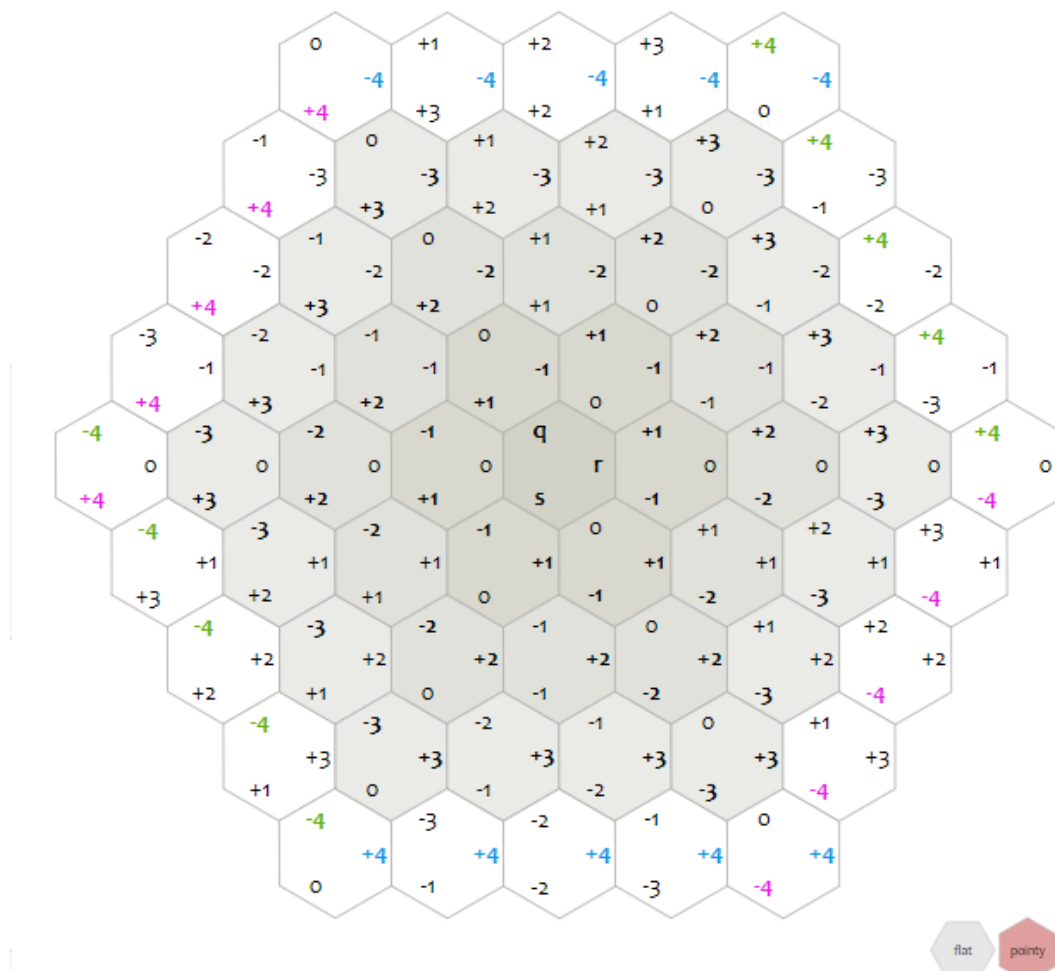
Tile Spacing: Changing this value will change the margin between each tile in x and y.

Tiles:

Standard Node Types: Array of BP with the types on nodes that will be used as the standard tile. A random BP will be chosen for and used for each standard tile.

Claimable Tile Type: The BP that will be used as claimable tile.

Claimable tile Coordinates: Hex coordinates on the board that will be claimable. q/r/s coordinate example below.



Teams

Team Types: Array of team bps that will be sent to the game manager to be instanced and spawned when the game starts. Both player and AI controlled teams.

Debug

Show Grid Coordinates: Displays the grid coordinates over the grid while playing inside the editor.

Show Links: Displays a line between all the linked tiles.