**User Document**

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**Moving Around:**

To move around, simply use either WASD or the arrow keys, these will move the camera around the arena appropriately. To zoom in and out use the mouse scroll wheel.

**Selecting Units:**

Selecting units is how you can decide which units you want to control for any specific action or action queue (talked about later).

Single-Select:

In order to select a single unit you need to hover over the unit you desire to select and then left click, as an indicator that the unit is being hovered over it will become green. A selected unit will become blue to indicate that it is selected.

The first selected unit will have all of its possible actions, queued actions and current actions displayed in the relevant UI positions.

Multi-Select:

To select multiple units you will need to hold left-click on the mouse and drag over the area of units you wish to select. As with the single select all units within the selection area will be green and once the drag is stopped and left-click is released then all highlighted units will become selected (blue) and the first one will have its actions displayed in the UI.

Additive-Select:

If you want to select units one-by-one then you need to hold the left/right control button and follow the steps for Single-Select, this will additively select units rather than one selected unit at a time.

**Controlling Units:**

This section will talk about how to make units perform specific actions, and how to ensure that they get the right targets when attempting to use an action.

Selecting Targets:

For all relevant actions, selecting a target will merely consist of hovering over a valid target while you press the associated button to activate the action.

Controlling Multiple Units:

If multiple units are selected, then the game will attempt to propagate the action you perform to each of them, if they can perform an action via the pressed button then they will perform their associated actions. This can mean that two separate units with the same action binding for different actions may attempt to use both actions on a button press.

Queueing Actions:

Holding the left/right shift will allow you to add actions to a queue for your units to perform in order. This allows for a higher degree of management of units with less direct intervention.

Cancelling Actions:

If you want to cancel all of the actions in the queue as well as the current action then you can press the escape button, this will safely cancel all actions. Alternatively, if you attempt to start a new action without queueing it then this will also clear the current action and queued actions.

**Building Units:**

Building units is essential because it allows you to create new fighters, workers, spawners, etc which is how you are able to get ahead of your opponent. To build a unit simply follow the instructions for controlling units, the only difference is that you need to ensure that you have the right amount of resources before trying to build a unit.

Building Cost:

Each different unit will have its own value/cost associated with them that need to be met before they can be purchased and built. The costs are listed below:

Spawner: Seed (50), Twig (150)

Worker: Seed (25), Twig (15)

Fighter: Seed (50), Twig (30)

**Collecting Resources:**

In order to build new units you will require resources, and to acquire resources you will need to have workers collect them. Follow instructions for controlling units to accomplish this. Resources are collected at a rate of 1r/s (one resource per second).