

## Progress Report - Jacob Garneau

This project is progressing even better than I expected (this might be due to the fact that I'm having a blast working on it). All the basic gameplay-related mechanics (moving, attacking, healing, being defeated, etc.) are now functional.

What remains is mostly map generation, on which I want to put some parameters rather than just leaving it completely random as it is (to prevent completely inaccessible areas, for example), menu functionality (before the game: selecting player gender/color, adjusting game settings such as terrain type frequency; during the game: buying new units and placing them on the map) and tutorials (the rules of the game explained in a dynamic format, maybe in the form of a sub-menu on the title screen). I also intend to add more unit-specific mechanics (archers and mages can attack 2 squares away, mages can increase their allies' power, etc.) and add neutral units/locations for either player to capture. Depending on how quick all of this goes, I do have some ideas for additional mechanics, but I'm not sure yet if I'll have time to implement them.

Here's what I added since the prototype stage:

- All units, tile types and currently available actions now have appropriate icons (mostly found on FontAwesome) to help recognize them visually (I also changed the color palette);
- Units can now attack each other when positioned on adjacent tiles;
- The menu now displays all the necessary game info and has a new "End Turn" button;
- All movement-related code has been moved from script.js to the Unit class and units can no longer cross occupied tiles;
- There is now a turn system that only allows units to take actions on their team's turn and makes them "tapped" once they do so;
- Units can now be defeated and disappear from the map when they reach 0 Defense;
- Priest-type units can now heal adjacent allies and Heavy-type units now take 1 less damage from all attacks, except for magical attacks (from Priests and Mages).

The attack functionality as well as the turn system were both challenging parts of the work, which makes me glad that I've mostly completed them by now. A lot of the future work on the project will be made simpler by the fact that I've already completed a lot of basic but complicated functionalities.

The next thing I'm going to focus on will probably be unit-specific mechanics (which should be relatively quick), after which I plan to move on to the tile generation. This will probably be a big chunk of work and I expect it to take quite a bit of time, but I've already started thinking about how I would do it, so it should be possible.