# PurgeTheHeretic

i am recreating warhammer in a simplified form for university coursework

the Main menu has a volume control and a start button.

When the start button is pressed, the main game will create a grid of square sprites of a given size such as seven in the final version and will instantiate the movable pieces and the objectives in their specified positions. The indicator will tell the players which one can go first, they will then click the piece they want to move and the position they want to move to when the indicators appear. It will then teleport the piece to the specified position and remove all the movement indicators. Once the player has finished with their movement, they may press the phase transition button. This will activate the shooting phase which spawns a box around the piece that wants to shoot which is the range of the piece when the player clicks on that piece. The player then selects an indicator where they want to shoot. If the player selects an empty space, the indicators despawn