**Crown of Akalle – FINAL build**

Crown of Akalle is a Turn-Based Strategy game. In this build, all of the core mechanics and features have been completed. Health bars and sound effects have been added for better feedback, and the AI has been implemented, allowing you to attack the enemy.

**Build Details**

**General**

Unit balancing, and added a small group of spearman and enemy knights in the top left to demonstrate the effectiveness of spears against knights. Additional tile placements has been added into the terrain. Victory and Defeat conditions has been added in so the game is now a game with a goal. Tile highlighting has been reverted to its original method instead of using the new Outline method.

**Simulation**

The ground/plains area of the Simulation is now modular – that is, it takes in the surrounding environment of the fight and displays them on the screen. Additionally, bugfixes has been done to prevent the doubling up bug in previous builds, as well as optimized to prevent lag.

**Camera**

Camera will now focus and follow new actions to let the player know what’s happening. Smoothing and value changes should now making the camera feel more smooth.

**AI**

Fixes for AI and preventing things from doubling up due to functions being called multiple times from multiple locations.

**UI**

Large additions to the UI – better design and placement prevent it from hindering the gameplay. Additionally, help messages and information are placed on screen for the user to read. Help messages can be disabled in the pause menu. The Pause menu is also the Options menu for now, and you can mute sounds, show or hide advice, and turn the simulation on or off. Additionally, you can no longer click through the UI.

**Audio**

AudioManager has been overhauled and now reliably plays music with no stuttering between zones. Additional songs and sound effects has been added.

* Buttons select, hover
* Unit select, deselect
* Tile select, hover
* BGM&SFX for Victory and Defeat
* New footsteps
* Switching turns
* Entering/exiting simulacrum

**Anticipated Future Work**

Minor bugfixing for small issues and better camera tracking. Additional fixes and implementation of a custom map builder would be a good option as well.

**Main Gameplay Instructions**

**Controls**

**W, A, S, D** – Moves the Camera.

**Q, E** – Controls the rotation of the Camera

**Mouse Wheel Scroll** – Zooms the camera in and out

**Left-Click** – Used for selection of units, telling them where to go, and what to attack.

**Right-Click** – Used for deselection of units and cancelling commands.

**Buttons**

There are four buttons located in the lower half of the screen. From left to right, there is:

* **Spawn Units** – Generates placeholder units for yourself (blue) and the enemy (red). It will not spawn another unit if there is already a unit in its grid location.
* **Delete Units** – Kills all units on the battlefield.
* **Simulation On/Off** – A toggle to control whether the game should simulate the combat
* **End Turn** – Ends your current turn. This is automatically done where there is no units available for you to control, but you can press this button to end a turn early.

**Gameplay**

1. Click on **Spawn Units** to generate units
2. Left-Click on an appropriate Unit (Blue – Player Turn, Red – Enemy Turn)
3. Click on one of the highlighted blue tiles to start Move Action
4. Click on one of the highlighted Red tiles to Attack, or click on the unit again to End without Attacking.
5. Simulation Phase Starts and Ends
6. Repeat Step 2 until all appropriate Units have done their action, or click on the End Turn button

Hovering and/or selecting a unit will show you their stats in the top left and top right corner of the screen.