**Crown of Akalle – ALPHA build**

**Build Details**

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.

Audio has been added, in terms of Sound Effects and a looping BGM that switches depending on the current situation.

Minor bugs have been squashed out for the simulation phase, such as there being more deaths than actually required. Newer tiles have also been added to the map – the bridge, water, and stone tiles.

Quality of Life improvements have also been added, such as deselecting a unit now only returns you to the previous selection phaswe. Units will now also reflect whether or not they are ‘Ready’ by using a darker material if they are not. Outlines have also been implemented, indicating their faction allegiance.

The biggest workload would be the AI implementation, where the AI will now choose one of their units to attack one of yours. This is still slightly buggy, especially with the pathfinding, but it will work reliably for much of the gameplay.

A main menu and game loop has been implemented, with a pause button in the game to allow you to return.

**Anticipated Future Work**

A lot more bug fixing to stomp out the very unfriendly interactions. The AI is quite literally spaghetti code and was coded in a coding frenzy over 7 hours with little to no code review. The AI and the Simulation code will have to be cleaned up to prevent such interactions.

In the future, I’m hoping to create a map builder so that it is easier for myself to create maps faster instead of having to hardcode such data into the game itself.

**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.