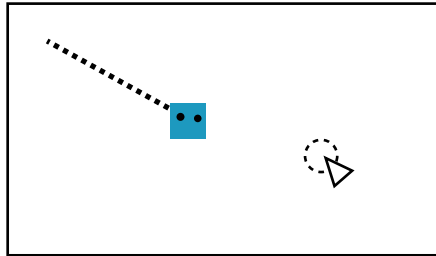# Intro to Programming - Assignment 6:
Click and Move

DESCRIPTION

Create a small game with RTS style movement.

Example:

Submit your project folder, zipped, through email to the instructor.

If you have questions about the assignment please post them on the Discord!

PROJECT REQUIREMENTS

Grade C

These are the minimum requirements for receiving an C on your assignment. Your program should include:

- An avatar that cannot be moved with the keyboard or mouse directly.
- When the user clicks on the screen is creates a waypoint that the avatar moves towards, and stops when they reach it.
- If the player clicks elsewhere on the screen the waypoint will move and the avatar will start moving to that point.

Grade B

These are the minimum requirements for receiving an B on the project. Your program should include all of the requirements for getting an C, as well as:

- Player can hold shift and click in multiple places to create multiple waypoints. The unit should move only when shift is released.
- Avatar will travel to waypoints in sequence, in the order that they were created.

Grade A

These are the minimum requirements for receiving an A on the project. Your program should include all of the requirements for getting an B, as well as:

- There are multiple units that the player can select and create waypoints for, and they all move independently.
- Select units by clicking on them (unless holding shift).

Grade S

These are the minimum requirements for receiving an S on the project. Your program should include all of the requirements for getting an A, as well as:

- Click and drag a box to select multiple units, which will then all listen to clicks and shift clicks.