Running:

Compile and run the “Game.java” file, and make sure you use the processing library, which couldn’t be included as it took up too much space in the zip file and wouldn’t upload to mms!

Controls:

* Use the mouse to select your game options (number of enemies, AI difficulty)
* Use the arrow keys to select which path you want to spawn your stickmen on
* Spawn stickmen by clicking on them from the menu on the left

General Rules and Tips:

* This is a free for all, so all enemies can attack each other. The last standing castle wins.
* Stickmen have different stats – dexterity is how fast they walk, strength is how hard they damage other players or stickmen, armour and health is how much damage they can take before dying, and range is how far they can attack from.
* Stickmen will follow a path to an enemy castle. If they encounter stickmen on the way that are in range of fighting, they will engage in battle. Once they get to the enemy castle, they will attack the enemy castle, which has a lot of health.
* You can also choose the fortified tower from the left menu, which will add armour to your castle.
* The last stickman available is a defensive one, as it doesn’t move away from the castle. It can attack incoming enemies from a large range.