

Action/Event Manager Feature

Brief Description:

The Action/Event Manager feature's sole purpose is to add game play to Banana Tactics. This feature does all the calculations for activity in this game. Whenever event activity happens, all the units involved in the corresponding event will have their attributes sent to this feature and the features' game algorithms will decide how the attributes are affected. The event will conclude after all the calculations are made, and the corresponding attributes are updated. The feature will start with two base events: do-nothing and battle enemy. Do-nothing will be used for passive movement and the battle enemy will be used to engage in combat with an enemy. There will only be one event per turn.