Grid Editor Tips

1. go to an image editor (MS Paint, Aseprite, Photoshop) where its really is to draw pixel by pixel.
2. Create a grid where specific colors represent specific objects/tiles you want to spawn on the map (see Assets>maps for examples).
3. Save image as a .png in your Assets folder
4. In image settings in inspector select advanced>Read/Write enabled
5. In hierarchy, Go to the GridEditor script (located in the GameManager GameObject) and set your map in map.
6. In color mappings, you can set tile settings to correspond with a color on the map
7. Hit generate map to create grid

Turn Manager – Handles switching turns between the player and the enemy

Player Input Manager – Handles player mouse input. Has connections to GUI elements such as cursor, moves menu, and Unit info UI

Enemy AI - handles enemy turn UI. Takes each enemy unit and moves it to a randomly square in its range

Passive AI – extends enemy AI. Enemy will attack any unit that comes in its range or otherwise will remain in place.

Unit Manager – handles unit actions such as movement and attacking

Grid Manager – handles tile properties, like tile coordinates.

Rough Script Hierarchy