**Readme/Tutorial**

**Short note:** currently the game loop breaks after the second turn cycle.

I did get lucky in the video the AI didn't walk outside the grid

**video:** <https://youtu.be/f6K4BAzeueY>

**What can you do:**

you can select units, place them and shoot the enemy until they die.

**What can the AI do:**

The ai will move randomly within a 2 by 2 but it has the change to walk outside the grid which will break the game. After the ai unit has moved it will shoot a random player unit. If hp drops to zero the unit will die.

**A short quick guide if you want to tinker with this build:**

1. open project and select SampleScene.
2. Press play.
3. Press the Q button to Generate Grid.
4. Select and spawn in units then end turn(bottom right).
5. Now follow the instruction on the bottom left to complete the game loop.