

IMPORTANT:

- Any peon or active actor you spawn it will have to start with 15 health and 200 energy. (Peon default is 100 energy you can change it to 200 in the construct)
- Any peon or active actor you spawn in must cost at least 400 energy to spawn onto the grid, and the new actor must be spawned within 1 tile of the actor that spawned it in.
- Your final grade will be the average from your tournament source and the independent source you get from the amount of code you have written.

Current craftables: Pickaxe, Axe, fence, Holy Hand Grenade

Custom craftables: These will be judged independently to see if they are fair. Some ideas are WindMills that turn wheat into gain to give you. Or make a stone sword that that up's your attack damage.

For more information on custom craftables please see the custom melee & ranged weapons pdf.

List of default movables: Rock.

List of default Placeables: Fence, Rock, Wheat, Wood

List of default Usables (See class for use details): Pickaxe, Axe, Wheat, Holy Hand Grenade