

Quest 10 - RTS, Pt 2

Max Grade of 60% if Project has Red Error in Unity Console

This Quest Focuses On:

- Additional Real-Time Strategy Mechanics
- Group Selection
- Character Targeting and Chasing
- Character Attacks

Summary

Continue refining your Real-Time Strategy game with more advanced mechanics from the genre.

Core Loop Requirements

Inputs/Actions

- WASD/Arrows to Move the Camera
- Click/Drag to Select Units
- Right-Click to Interact (Move/Follow/Attack)

Obstacles/Challenge

- Enemies and Environment Obstacles

Goal

- N/A

Additional Quest Details/Requirements:

- Project Name - "Q1_LastNameFirstName"
- Scene "RTS"