

# Quest 9 - Real-Time Strategy

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

## **This Quest Focuses On:**

- Real-Time Strategy Mechanics

## **Summary**

Tie all of the previous assignments together to establish the foundations of a game in the real-time strategy genre.

## **Core Loop Requirements**

### Inputs/Actions

- WASD/Arrows to Move the Camera
- Click to Select a character
- Right-Click to Move selected character

### Obstacles/Challenge

- N/A

### Goal

- N/A

## **Additional Quest Details/Requirements:**

- Project Name - "Q1\_LastNameFirstName"
- Scene "RTS"