# On My Command

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# Instructions

In On My Command, you are taking control over a mid 18$^{th}$ century infantry company. Your task is to defeat several enemy companies (recognizable by their blue uniforms) by giving your company commands via voice interaction. Two allied companies (on your left, recognizable by their red uniforms) accompany you into battle.

You can give your company the following commands:

- "First company on my command": This is the first command you need to issue in order to take control of your company. It addresses the company and makes them listening to your following commands.
- "Forward quick march": Make the company advance in formation.
- "Halt" / "Hold": Make the company stop and shoulder their arms (e.g., to abort a current action).
- "Make ready": Make the company prepare for firing a volley.
- "Present": Make the soldiers aim at the best target.
- "Fire": Makes the first two ranks of your company shoot their muskets.
- "Reload": Makes all soldiers reload their muskets if not yet reloaded (all soldiers start with a reloaded musket).
- "Left wheel": Rotates the entire formation to the left.
- "Right wheel": Rotates the entire formation to the right.
- "Turn left" / "Turn right": Every soldier turns around 90 degrees on the spot. The formation will not rotate with them. Thus, if the formation was five ranks deep before the order, it will be 5 ranks wide after the order.
- "Form line": Makes the soldiers form up in a double-ranked line to allow every soldier to shoot their musket.
- "Form column": Makes the soldiers form a 5-file-column in order to navigate the terrain more easily.
- "Fix" + a few seconds delay + "Bayonets": Makes the soldiers fix their bayonets.
- "Unfix bayonets": Makes the soldiers remove their bayonets.
- "Charge": Makes the soldiers charge at the enemy.
- "Fallback": Makes the entire company retreat for 10 seconds and then regroup. This can help when getting charged at by an enemy or hit-and-run tactics.

UI:

- The number next to the soldier icon on top shows how many soldiers are currently alive in your company.
- The right bar on your UI shows your company's morale. It gets reduced by suffering casualties and being under fire. When morale hits zero, your company flees and the battle will be lost. Your goal should be to reduce the enemies' morale.
- The left bar on your UI shows your company's energy, it drains when charging or retreating and refills when idle. Having low stamina affects speed, effectiveness in combat and morale.