First combat test:

<https://drive.google.com/open?id=0B0dYxrDwUlTxZi0xMjRKakhSQUk>

Equipment test:

<https://drive.google.com/open?id=0B0dYxrDwUlTxcHVZZTBUZ3A4Mlk>

First map test (obsolete, algorithm changed)

<https://drive.google.com/open?id=0B0dYxrDwUlTxNVBvdGktMkhwdnc>

Map Test 2.0,

improved algorithm, faster generation, objects inside zones

<https://drive.google.com/open?id=0B0dYxrDwUlTxbk05VXdLMEZqeHM>

Map Tesp 2.5,

Allows movement between world and locations

<https://drive.google.com/open?id=0B0dYxrDwUlTxNzdmLWxYY25acms>

Map Test 2.7

Added transition between world and location and vice versa, movement between locations and world seperated

<https://drive.google.com/open?id=0B0dYxrDwUlTxckNUeW4zTGlfUEk>

Map Test 2.8

New Locations

<https://drive.google.com/open?id=0B0dYxrDwUlTxcGUwMVE4LUJBSDg>

Cijeli projekt u paketu (read instructions)

<https://drive.google.com/open?id=0B0dYxrDwUlTxUzVKTGJCaWU2TUk>

Projekt za kreiranje mapa:

<https://drive.google.com/open?id=0B0dYxrDwUlTxM0lqOFROOXF5TjQ>

Unified AI for patrols and combat

https://drive.google.com/open?id=0B0dYxrDwUlTxX0pKWG05U1Zoamc

Mape:

Arene:

RuinsArena, Ratomir

<https://drive.google.com/open?id=0B0dYxrDwUlTxMVo4RlFhSWxkZ0U>

SnowMountain, Ratomir

<https://drive.google.com/open?id=0B0dYxrDwUlTxYzdFRm9zUks1TWc>

ForestCamp, Ratomir

<https://drive.google.com/open?id=0B0dYxrDwUlTxS3VtR1NucEdkSWM>

SnowCampArena, Toni

<https://drive.google.com/open?id=0B0dYxrDwUlTxY2xlS1hwVHJNVXM>

SnowClearingArena, Toni

<https://drive.google.com/open?id=0B0dYxrDwUlTxbFR0VGlWcXNMU2c>

SnowCorneredArena, Toni

<https://drive.google.com/open?id=0B0dYxrDwUlTxUEQ1Qy1NNTJsRjQ>

SnowForestArena, Toni

<https://drive.google.com/open?id=0B0dYxrDwUlTxYUZQVWxKcjdvRDQ>