Game Information:

Move with the arrow keys and zoom with the scroll wheel. If it appears that units are “on top” of each other, this is just the model taking up space. It is **impossible** for the actual units to logically overlap because there is one space for each unit in the array and thus one would be overwritten. The green bars are health indicators and the orange bars appear only on the resource buildings as a resource indicator.

Canons are **Ranged Units**

Swords are **Melee units**

Green Wizard hats are **Wizards**

**Wizards are physically unable to attack buildings and they also have AOE**.

Task 1 Github:

<https://github.com/TIGRAN175/RTS-Game-Task-1-2019>

Task 2 Github:

<https://github.com/TIGRAN175/RTS-Game-2019-Task-2>

Task 3 Github:

<https://github.com/TIGRAN175/RTS-Game-2019-Task-3>

Final POE Github:

<https://github.com/TIGRAN175/RTS-Game-2019-POE>