Installation Guide

You can click on the link provided [https://townclock.github.io/Against-the-Swarm](https://townclock.github.io/Against-the-Swarm/)

Download the files off of github and run index.html in any browser.

User Guide

There are 5 Action buttons in the bottom left corner that serve as the main controls of the game.

**Engage Button**: When this button is clicked, the user is sent into battle mode. The map will shift to the right and show the user the list of enemies they have to face. Button is only active when user is not in battle and when user has fighters.

**Disengage Button**: When this button is clicked, the user is sent into idle mode. The map will shift to the left and show user a list of followers they can hire. Button is only active when user is in battle.

**Rest Button**: Fighter and enemies are both fully healed when clicked. Invasion progress will also increase by a constant amount. Button is only active when user is not in battle.

**Fight Button**: When this is clicked, each fighter will randomly attack an enemy and each enemy will randomly attack a fighter. Button is only active when user is in battle.

**Guard Button**: When this is clicked, all mage fighters will gain a charge and each enemy will attack a random non-mage fighter. Button is only active when user is in battle.

The user will also have 7 buttons on the left column of the webpage. All of these buttons, when pressed, hire the specific follower and requires the user to have 1 follower to spare. Meat cutter, scale forger, claw grinder, aether miner, and enchanters all convert a resource into another resource or allows the user to consistently get a new resource. The followers above cannot be hired until they are unlocked in the technology tree. The Fighter and Magic user both require additional resources to hire and, when hired, adds a new unit to the user’s army.

The bottom right side of the webpage displays the information page. There are four pages but only one page is displayed at a time. Clicking the button will display the page based on the number on the button

**Page 1**: Shows the technology tree. This is the list of unlockables that each require various amounts of resources. The user cannot see the next unlockable until the current one is bought.

**Page 2**: Shows the amount of enemies killed and the amount of fighters lost.

**Page 3**: Shows the technology tree. This is the list of unlockables that each require various amounts of resources. The user cannot see the next unlockable until the current one is bought. Hovering over a technology will show the user how much the technology costs.

**Page 4**: This page has not been filled out with information yet.

Once the user loses the last town of their current world, a modal will pop up and allows the user to choose which followers they want to bring. The amount of followers that can be brought is limited by the amount of crystals the user has.

**+ button**: brings one more follower of the row it is on and takes away a crystal. Can only be clicked if user has a crystal.

**- button**: Adds another crystal to the user inventory and removes the follower from the party. Can only be clicked if there are still that type of follower in the party.

**++ button**: Adds 5 followers of the row it is on and takes away 5 crystals. Can only be clicked if user has 5 crystals.

**Teleport button**: Removes amount of followers based on how many the user has left behind. The user is then taken to the first town of the next world.

If the player manages to push the swarm out of the first world, the game will end and a modal will pop up. The restart button on the modal will allow the user to play the game again without his old progress.