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About:

Team: Illogical violence

Description:

Features:

-2D Movement

-AI

-Multiple different tiles

-Traps and health potions

-ID card

-Possible movement shown

-Possible attacks shown

Controls:

Space:

Splash screen: send to menu.

Game: swap stances.

Left Mouse:

Menu: Select play or exit.

Game: select tile, double click on a tile to move or on self to wait.

Esc:

Quits the game.

F:

Turns on filling mode (for debugging).

AI:

All enemies are automatically assigned the same AI.

All enemies will choose to move on the x axis before the y axis unless they are adjacent or on the same y coordinate.

All enemies will prefer being on a playable characters corner to provide it the highest advantage.

Enemies will not swap stances.

Tiles:

Land: Just a generic tile, will not do anything or even display.

Wall: An impassible tile. Will not highlight.

Tree: An impassible tile. Will not highlight.

Grass&Dirt: A passable tile, lowest resistance. Will highlight.

Water: An impassable tile. Will not highlight.

House1-6(Except 5): An impassible tile. Will not highlight.

House5: A passable tile. Will highlight.

Selection: Passable based on the tile beneath it. Will not highlight.

Planned/Addable Features:

Tiles:

Add in fences, shops, and swamps.

Make fences and walls destroyable.

Make trees able to be chopped and made bridges if adjacent to water.

Characters:

Advanced classes.

Assign items.

Add unique abilities

Add ranged abilities

Items:

Equipment pickups.

Modes:

Capture a tile.

1v1v1v1.

2Player controls.