Game save information

Map: Map 1

Player on turn: Player 1

Player info

Player 1
Player 2

Player 1

Commodities

- 100 amount of gold
- 0 amount of wheat

Units

Unit	Name	HP	Damage	Action reach	Position	Action queue
	villager	100	0	10	x = 0, y = 0	1. Moving to x = 120 y = -100, turns to complete 3 2. Mining, repeating this action, turns to complete 1
	soldier	200	10	20	x = 100, y = 100	1. Moving to x = 10 y = 100, turns to complete 5 2. Attacking, turns to complete 1

Buildings

Building	Name	HP	Position	Action queue
	townCenter	500	x = 10, y = 10	1. Spawning a soldier, turns to complete 3 2. Spawning a villager, turns to complete 1 3. Producing 10 of gold, repeating this action, turns to complete 1

Player 2

Commodities

- 0 amount of gold
- 100 amount of wheat

Units

Unit	Name	HP	Damage	Action reach	Position	Action queue

Buildings

Building	Name	HP	Position	Action queue