

A few notes:

The code basis is taken from the following tutorial: [http://www.stormtek.geek.nz/rts\\_tutorial/index.php](http://www.stormtek.geek.nz/rts_tutorial/index.php)

I used it as a framework. I took the basic controls (units and cameras), the basic mechanics (movement, combat), the UI elements and the basic design of the tanks, turrets and projectiles from it. There are still a few things in there from it (like the War Factory) that I did not use.

I have added teleportation (based on the movement implementation from the tutorial), I did not use a cooldown for it even though that was my original intention, I opted for special tiles that restrict the use of that ability.

I have modified the detection of units (hard coding which units need to be attacked, like the player tank) since the tutorial only covered that in conjunction with quite the save/load game mechanics. Had I needed those, I would have just taken them straight out of the tutorial so it would have been much original work on my part.

I have used the destruction of 2 special enemy units as triggers since it was straight forward to implement.

The design (sound effects, colors, walls, tiles, lights) and use of the elements is mine, that is the 'challenges' the player has to go through.

The background soundtrack I chose is taken from the following:  
[https://www.youtube.com/watch?v=SiPA4\\_dLukk](https://www.youtube.com/watch?v=SiPA4_dLukk)

I have also added a few background turrets that shoot at each other for effect.

I was unable to implement object collision which would have greatly increased the play experience. The code basis was not designed with that in mind and it would have required a total revamp of the basic movement and combat of units.

I have adapted the play parameters (damage, speed) to the best level I could without having a third party playtest it.

I have added the victory, defeat, tutorial and pause menus based on the pause menus from the tutorial.

I have, nevertheless, given the tank that the player controls a large amount of health points, as a failsafe, so that the game is still playable to the end.

I have added instructions to help navigate the map so that would be an unlikely scenario.