**User Documentation - Medieval Strategy Game**

Welcome to this medieval strategy game! This guide explains how to play, use the controls, and navigate the interface to command your units (attackers or defenders) on a hexagonal map. Follow the steps below to learn how to play.

**Overview**

* **Objective**: You play as either the attackers (units 1 to 40) or the defenders (units 41 to 68) in a tactical battle. Your goal is to move your units across a hexagonal map to achieve strategic objectives (such as capturing positions or destroying walls) over a maximum of 10 turns.
* **Interface**: The screen displays a hexagonal map, units (soldiers, boats, etc.), a message panel on the right, and command buttons at the top and bottom.
* **Controls**:
  + **Left-click**: Select a unit or a position.
  + **Right-click**: Issue a movement order to a selected unit.
  + **Buttons**: Use the "Next," "Menu," or "Back" buttons to navigate through phases or menus.

**Game Steps**

**Step 1: Starting the Game**

1. **Title Screen**:
   * When you launch the game, you see the title screen with a "New Game" button.
   * **Action**: Click the **"New Game"** button (at the top of the screen) to start a new game.
   * **Result**: The game transitions to the army selection screen.
2. **Army Selection**:
   * You are prompted to choose the active player (attacker or defender) via a menu.
   * **Action**: Click **"Attacker"** or **"Defender"** to select your side.
   * **Note**: The attackers play first, followed by the defenders in each turn.

**Step 2: Initial Unit Placement**

* **Placement Phase (gsSetupAttacker or gsSetupDefender)**:
  + You must place your units on valid hexagons on the map.
  + Attackers place units 1 to 40, defenders place units 41 to 68.
  + Valid hexagons depend on the unit type (e.g., boats can only be placed on sea hexagons).
  + **Controls**:
    - **Left-click** on a unit in the list (right panel) to select it.
    - **Left-click** on a hexagon on the map to place the selected unit.
    - If the placement is invalid (e.g., forbidden terrain or occupied hexagon), an error message appears in the message panel.
  + **Action**: Place all your units one by one on valid hexagons.
  + **"Next" Button**:
    - Once all units are placed, click the **"Next"** button (bottom right) to proceed to the next phase.
  + **Result**: After both attackers and defenders have placed their units, the game starts the first turn.

**Step 3: Playing a Turn**

Each turn (up to a maximum of 10) is divided into several phases for each player (attacker then defender). Here are the steps for a turn:

**3.1 Preparation Phase (gsplayerturn)**

* **Screen**: The message panel displays the turn number (e.g., "Turn 1 - Movement Orders (Attacker)") and information about the units.
* **Action**: Click the **"Next"** button (bottom right) to start the movement phase.
* **Note**: This phase is brief and serves to transition to the movement orders.

**3.2 Issuing Movement Orders (gsAttackerMoveOrders or gsDefenderMoveOrders)**

* **Objective**: Issue movement orders to your units to move them toward target hexagons.
* **Controls**:
  + **Left-click** on a unit (on the map) to select it. The selected unit is outlined with a green perimeter (BtnPerim).
  + **Right-click** on a hexagon on the map to set the destination (HexagoneCible) for the selected unit.
  + The game automatically calculates a path (chemin) from the unit's current position (HexagoneActuel) to the destination.
  + If the path is invalid (e.g., forbidden terrain or a wall), an error message appears in the message panel.
* **Rules**:
  + You can issue orders to multiple units or just one, depending on your strategy.
  + Boats can only move on sea hexagons.
  + Non-special units (other than Duke, Lieutenant, Count, Militia Leader) cannot stack on a hexagon occupied by another non-special unit.
* **Action**:
  + Select each unit you want to move and right-click on its destination.
  + Repeat for all units you wish to move.
* **"Next" Button**:
  + Once all orders are issued, click the **"Next"** button (bottom right) to proceed to movement execution.
* **Result**: The game transitions to the movement execution phase (gsAttackerMoveExecute or gsDefenderMoveExecute).

**3.3 Executing Movements (gsAttackerMoveExecute or gsDefenderMoveExecute)**

* **Objective**: Units with movement orders move toward their destinations, advancing by vitesseInitiale points per frame (e.g., 6 points for infantry, 4 for archers).
* **Behavior**:
  + All units with orders move **simultaneously** on the screen, advancing progressively (e.g., unit 41 moves 6 points per frame, unit 50 moves 4 points).
  + Units may stop if:
    - They reach their destination (HexagoneCible).
    - They encounter an obstacle (wall, forbidden terrain, enemy unit in a neighboring hexagon).
    - They are blocked by another non-special unit (stacking prohibited).
    - Their distanceMaxi (energy for the turn) is insufficient for a new hexagon.
  + If a unit is temporarily blocked (by stacking), it can resume movement if the hexagon becomes free.
* **Controls**:
  + No actions are required during this phase; units move automatically.
  + Check the message panel for information like "Executing movements (Defender)".
* **"Next" Button**:
  + When all units have completed their movements