Game script

# Physics Mechanics

## Move

The move mechanic allows the unit to move around the virtual world. This allows the unit to navigate through around the battlefield. The move mechanic moves the avatar at the correct speed. A unit can only move if nothing is blocking his path or it is not in combat.

# Internal Economy Mechanics

## Drains

### Hero Health

The health of a unit is drained when he is hit by an enemy. An enemy ranged unit deals 5 damage and an enemy melee deals 10 damage to the units current health.

### Enemy Health

The health of a unit is drained when he is hit by an enemy. A hero ranged unit deals 5 damage and a hero melee deals 10 damage to the units current health.

# Progression Mechanics

## Progress Through Space

Constraints on movement – units will not be able to move off the grass tiles of the map.

## Progress Through Time

A pause feature – This mechanic allows the player to pause time in the game.