Basic RTS Game

Fog of war

Systems:

|  |  |
| --- | --- |
| Server | Client |
|  | SelectUnits |
|  | MoveUnits |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

Camera System:

2.5D isometric camera

Select Units System -> Adds the Selected Unit Component? Other systems can then use this

Move camera around

Select units