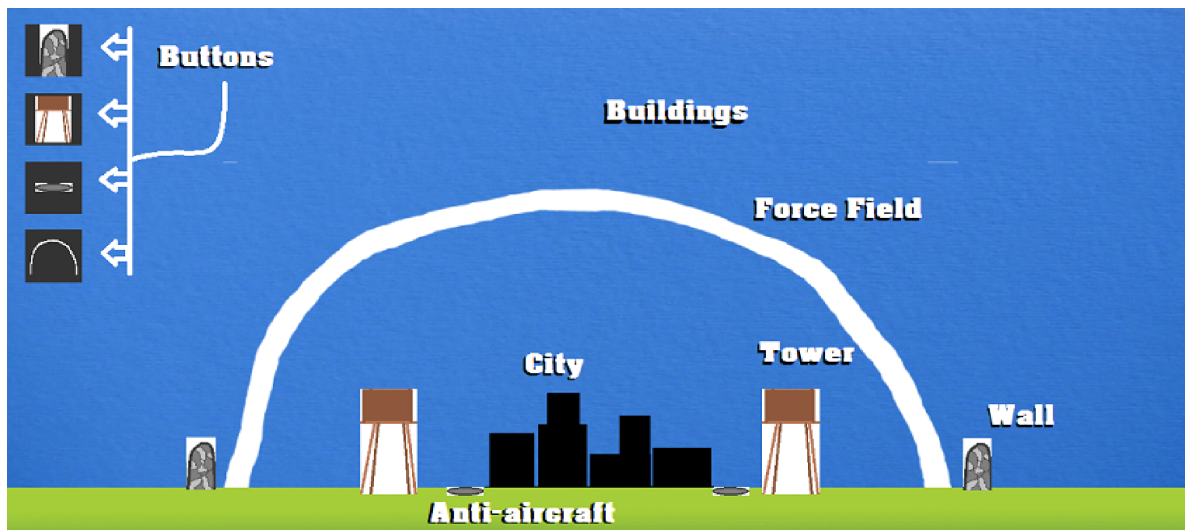


# Nuclear Diplomacy

## Sprites

Please let all sprites have a transparent background. I can resize them as needed. I also trust your judgment calls completely, so if you think something looks better differently than what I described, please go ahead and do that instead!

During peace phases, the user interface will be arranged roughly as follows:



### 1. Buildings: (24 sprites)

All buildings have three states: Normal, hovered, and selected. The hover state activates when the mouse hovers over the building and is represented with a red outline. The selected state activates when the mouse is clicked on it and is represented with a green outline.

- **City:** The city has three states: Healthy, damaged, and destroyed. (Total of 9 sprites with the mouse states from above)

- The healthy city has several tall buildings.
- The damaged city has several tall damaged buildings and a leveled building as well.
- The destroyed city is totally flattened with just rubble remaining.

- **Force Field:** The building is a circular arc surrounding the city, containing everything except the walls. (3)

- **Anti-aircraft:** These are small missile silos neighboring the city that have two states: Armed and unarmed (unarmed shown above). (6)

- The armed silo has a missile on its launch pad.
- The unarmed silo's launch pad is bare. (See [this](#) for a better example)

- **Tower:** The tower is quite tall. I picture something like [this](#). (3)

- **Wall:** The sample sprite I have looks pretty archaic; I had something more like [this](#) in mind. (3)

## 2. Buttons (3 sprites)

Buttons also have three states depending on the mouse. The normal state is a light color, the hover state is slightly darker and with a noticeable border, and the clicked state is noticeably darker.

## 3. Enemies

There are two types of ground troops: soldiers and vehicles. None of the enemies need the highlights that are present on buildings.

- **Soldiers:** This is a single unit wearing camouflage. They will have a walking animation.

- **Vehicles:** There are two types of vehicles, jeeps and tanks. Both will have a driving animation.

- **Plane:** There are two types of planes: older and modern bombers. The older bomber is based off the [B-24](#) and the modern is based off the [B-1](#).

- **Bombs:** There are also two types of bombs. The aircraft will drop bombs like those seen in the B-1 photograph, but there will also be a larger [nuclear warhead](#).