Arcadia

Arcadia is a trade management game for Android developed Unity.

The player will have to navigate the world of Arcadia with the goal of purchasing and selling resources in the cities of the kingdom, he will also have to correctly manage his money in order to transport goods on his fleet from one city to another, upgrade it, expand it and even repair the ships damaged by enemy pirates that will make his travel impossible, as they will try to steal the ship's booty.

* Interface in navegation mode:
  + Resources bar:
    - Gold
  + Playable area:
    - You can scroll and view all the kingdom of Arcadia
    - You can select one of your ships and when is selected, this view change to the *“Inventory mode”*
    - You can select a city and view the resources that are in that port
  + List of the ships:
    - The list of your ships
    - You can select one of your ship in the list and your *“Playable area”* automatically change to that ship in the map and the interface change also to the *“Inventory mode”*
* Interface in city mode:
  + Resources bar:
    - Gold
  + Playable area:
    - You can buy the products that are in that city
    - You can sell the products of the ship
    - You can repair and upgrade the ship
    - You can buy a ship
  + List of the ships:
    - The list of your ships
    - You can select one of your ship in the list and your *“Playable area”* automatically change to that ship in the map and the interface change also to the *“Inventory mode”*
* Interface in inventory mode:
  + Resources bar:
    - Gold
  + Playable area:
    - Ship´s life
    - Ship´s name
    - The time that the ship will arrive to the port
    - The name of the port that the ship will arrive
    - The resources that carries that ship
  + List of the ships:
    - The list of your ships
    - You can select one of your ship in the list and your *“Playable area”* automatically change to that ship in the map and the interface change also to the *“Inventory mode”*