

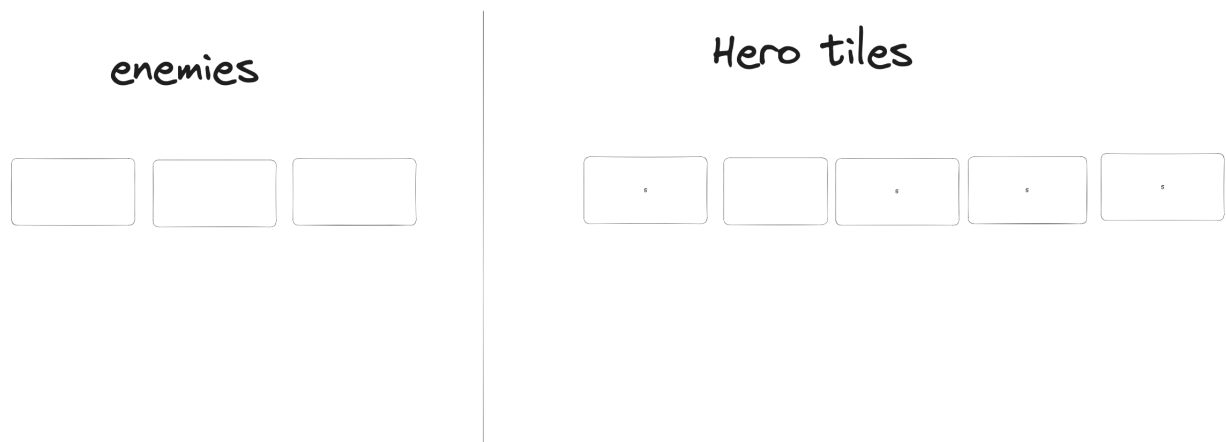
It's written in C# using Visual Studio Code with unity 3D, It uses an object-oriented style of programming to implement each character behavior. It includes the use of a command pattern for record/playback of battles.

There are two main phases: Command and Action

1. Overview

1.1 Command

At the beginning of the match, each commander have time to set hero to tiles with the **limit coins** to rent . There are tiles designed like this:



The camera during the Commander phase transitions from a high angle to a ground perspective

1.2 Action time

During the Action Phase, the heros will follow orders from their commander and perform an action as assigned. This action can be attack, defense, transformation, fusion, or summon.

The match ends when one side destroys all their health(MAX_health=3)

UI in game

In command phase, we will see the buttons:

- (BUY, SELL in marketplace);
 - The battle button: To start the battle with enemies
- In action phase:
- we will have HUD stands for enemies and heros to show their health, attack, level and their abilities.

Environment

Two units, a player and an agent. We design a simple background in a bridge; one side is tower and enemy forces approach from the other side of the bridge, ready to battles.

Gameplay

The game state start from:

1. Command state

- The match begins with players entering the Command Phase, where they have a certain amount of coins(MAX coin per turn is 10. They will reset per turns)
- Players place their selected heroes on the allotted spaces (tiles) considering strategic positions
- Commanders must also decide their heroes to attack or boosting, before the battle start from
- Start/preparation phase: Players buy and position their hero, set to the specific tiles(MAX tiles = 5 from hero sides)

Logic

1. Unit:

- enemy
- Player

2. The battle system(battle states):

- phase_move_start:
- phase_start
- phase_hurt_and_faint
- phase_move_end

3. Battle HUD:

4. Player Action