RTS Fog of War:

This release contains the final result of the todos and the extra work.

Player entity spawn at cell [1,1],

there’s an ally entity at cell [25,5],

a neutral entity at cell [20,20],

and an enemy entity at cell [5,15].

Controls:

WASD: To move our entity around the map.

F1: Activate/deactivate debug mode.

F2: Activate/deactivate glow mode. (Extra work)

R: Reset fog layer and alpha layer.

(With glow mode activated) Arrow UP/DOWN: To change player glow intensity.