# SCHEMA LOGICA

Logica PLAYER

* Se misca **stanga/dreapata** cu **A/D**
* Alearga cu **SHIFT**
* Cu tasta **S** aloci resurse pentru constructii
* **playerul** are un **numar limitat** de **resurse** pe care le poate duce **la un moment dat** (ex.: **20** odata)
* Poate construii structuri defensive: **pereti** , **turnuri(sniperi)**, si infrastructura: **fabrici**, **statii de recrutare**
* Recruteaza: **infanterie**, **artirelie(mortar)**, **ingineri**, **tancuri**, etc.

Logica PERETI

* Au **HP**
* Trupele aliate **pot trece** prin pereti
* Inamicii **nu pot trece** prin pereti
* Se pot upgrada **lvl1 – saci de nisip**, **lvl2 – pereti beton**

Logica TOWER

* Una din trupele de infanterie poate deveni un **sniper in tower**
* Inamicii nu interactioneaza cu towerul
* Se pot upgrada **lvl 1 – lemn, lvl 2 – metal**

Logica BAZA ALIATA

* Se poate upgrada **lvl 1 – poti crea** **infanterie, ingineri, tower lvl 1, wall lvl 1**

**lvl 2 – poti crea artilerie, tancuri, tower lvl 2, walls lvl 2**

# SCHEMA CONCEPTUALA

PLAYER:

1. commander ✅

A.I.:

Allies:

1. engineer ✅

2. infantry ✅

3. tank (m4 sherman) ✅

4. artillery

Enemy:

1. infantry ✅

2. tank (tiger 1)

STRUCTURES:

Allies:

1. base:

lvl 0 ✅

lvl 1 ✅

2. sniper towers ✅

3. walls:

lvl 1, ✅

lvl 2. ✅

Neutral:

1. USV university

2. trees ✅

3. ruins

Enemy:

1. base