WARCRAFT

BUILD EDITION

2

WAS IST DAS ZIEL?

- ✅ STARTE MIT WENIG RESSOURCEN
- ✅ FÄLLE BÄUME → BAUE BRÜCKE
- ✅ ERREICHE DIE GOLDMINE
- ✅ VERDIENE GOLD & ERRICHTE GEBÄUDE
- ✅ VERSCHIEDENE MAPS & SPIELMODI

CHARACTERS

FEATURE 1: DYNAMISCHE MAP

```javascript
}else if (params.map == "map3") {
    if (params.map == "map3") {
        tileSources = { 1: 'img/swamp/Grass/grass.png',
            2: 'img/swamp/Grass/grass2.png',
            3: 'img/swamp/Trees/tree1/tree1.png',
            4: 'img/swamp/Trees/tree2/tree2.png',
            5: 'img/swamp/Water/water.png',
            6: 'img/swamp/Grass/grass2.png',
            7: 'img/swamp/Grass/grass.png',
            8: 'img/swamp/Water/waterLeft.png',
            9: 'img/swamp/Water/waterRight.png',
            31: 'img/swamp/Trees/tree1/tree1_2.png',
            32: 'img/swamp/Trees/tree1/tree1_3.png',
            33: 'img/swamp/Trees/tree1/tree1_4.png',
            41: 'img/swamp/Trees/tree2/tree2_2.png',
            42: 'img/swamp/Trees/tree2/tree2_3.png',
            43: 'img/swamp/Trees/tree2/tree2_4.png',
            100: 'img/winter/Water/waterGrassLeft2.png',
            101: 'img/winter/Water/waterGrassRight2.png',
            221: 'img/swamp/Bridge/BridgeLeft.png',
            222: 'img/swamp/Bridge/BridgeMiddle.png',
            223: 'img/swamp/Bridge/BridgeRight.png',
            500: 'img/swamp/Farm/Farm.png',
            501: 'img/swamp/Tower/Tower.png',
            502: 'img/swamp/Lumbermill/Lumbermill.png',
            503: 'img/swamp/Refinery/Refinery.png',
            504: 'img/swamp/Goldmine/Goldmine.png',
            505: 'img/swamp/Altar/Altar.png',
            506: 'img/swamp/Dragonroost/Dragonroost.png',
            999: 'img/mine.png',
            1000: './img/build/bridge.png',
        };
    }
```

```javascript
loadTiles();
map = [

    [3, 3, 3, 3, 4, 4, 4, 3, 1, 8, 5, 9, 7, 4, 4, 3, 3, 4, 3, 3],
    [4, 3, 3, 3, 4, 4, 3, 4, 1, 8, 5, 9, 7, 4, 4, 3, 3, 3, 4, 3],
    [3, 4, 4, 3, 3, 4, 3, 3, 1, 8, 5, 9, 7, 1, 3, 4, 3, 3, 4, 4],
    [4, 4, 3, 3, 4, 3, 3, 3, 1, 8, 5, 9, 7, 1, 2, 4, 3, 3, 3, 4],
    [3, 4, 3, 4, 4, 3, 1, 1, 1, 8, 5, 9, 7, 2, 1, 1, 3, 4, 4, 2],
    [4, 4, 3, 2, 2, 1, 1, 2, 1, 8, 5, 9, 7, 2, 2, 1, 1, 4, 3, 4],
    [4, 3, 2, 2, 1, 1, 1, 1, 1, 8, 5, 9, 7, 1, 1, 2, 1, 1, 3, 4],
    [3, 1, 2, 2, 2, 2, 2, 1, 1, 8, 5, 9, 7, 1, 2, 1, 1, 1, 2],
    [1, 1, 1, 1, 1, 2, 1, 1, 1, 8, 5, 9, 7, 2, 2, 1, 1, 2, 1, 1],
    [1, 1, 2, 1, 1, 2, 2, 1, 1, 8, 5, 9, 7, 1, 1, 1, 1, 1, 1, 1],
    [1, 1, 1, 1, 1, 1, 1, 1, 1, 8, 5, 9, 7, 1, 1, 1, 1, 1, 1, 1],
    [1, 1, 1, 1, 1, 2, 2, 1, 1, 8, 5, 9, 7, 1, 1, 1, 2, 2, 1, 1],
    [1, 1, 1, 1, 1, 1, 1, 1, 1, 8, 5, 9, 7, 1, 1, 1, 1, 1, 1, 1],
    [3, 3, 1, 1, 1, 1, 1, 1, 1, 8, 5, 9, 7, 1, 1, 2, 2, 1, 1, 1],
    [3, 4, 4, 4, 1, 1, 1, 1, 1, 8, 5, 9, 7, 1, 1, 1, 1, 1, 1, 1],
    [3, 4, 4, 4, 4, 3, 2, 2, 1, 8, 5, 9, 7, 2, 2, 1, 1, 2, 1, 2],
    [4, 4, 3, 3, 4, 3, 1, 2, 1, 8, 5, 9, 7, 2, 2, 1, 1, 1, 3, 4],
    [2, 2, 3, 4, 4, 1, 1, 2, 1, 8, 5, 9, 7, 1, 1, 1, 4, 3, 4, 4],
    [1, 2, 1, 1, 2, 2, 1, 2, 1, 8, 5, 9, 7, 1, 2, 3, 3, 4, 3, 3],
    [2, 1, 1, 1, 2, 1, 1, 2, 1, 8, 5, 9, 7, 4, 4, 3, 3, 3, 4, 3],

];
window.map = map;
```

FEATURE 2: GOLDMINE

```javascript
if (tileId === 504) {
    if (!window.goldmineDiscovered) {
        window.goldmineDiscovered = true;
        showGoldmineMessage(tileX, tileY);
        window.goldmineInterval = setInterval(() => {
            gold += 500;
        }, 60000);
    }
}
```

FEATURE 3: MISSIONEN & FORTSCHRITTE

```javascript
const missionGoals = {
    mission1: { farm: 3, tower: 1, ... }
};
function checkMissionWin() {
    if (window.missionProgress.farm >= 3 && window.missionProgress.tower >= 1) {
        showYouWonScreen();
    }
}
```

DESIGN & MAPGESTALTUNG

✅ RETRO-PIXELSTIL

✅ GRAFIKEN AUS DEM ORIGINALGAME NACHGEPIXELT

✅ FARBLICH AN WARCRAFT ANGEPASST

✅ SCHLICHTE & ÜBERSICHTLICH

✅ NACHRICHT BEI RESPONSIVE
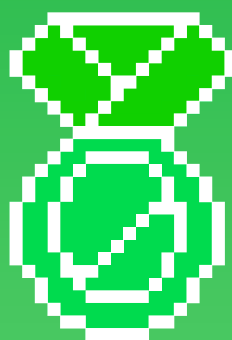
AUSBLICK

❌ WEITERE MAPS/EIGEN MAPERSTELLUNG

❌ MEHRMENÜS FÜR UPGRADES + BUILDINGS

❌ URSPRÜNGLICH MULTIPLAYER GEPLANT

DANKE!