

Readme

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We have implemented the two sequence diagrams from the last milestone. We also have completed several other things unrelated to those cases. This readme will outline how you complete these diagrams with the program, and what each file we handed in contains.

1. Combat sequence between two enemy units:

When you start the game, choose new game, and make the number of players 2 or more. Then start the game. click on any unit and press `g` start the unit pathfinding. By placing the cursor over an enemy unit, your unit will begin to move to that space. After a number of turns, your unit will then arrive at the enemy unit space, and when they make contact, they will battle. The winning unit will occupy the space at the end of combat.

2. Unit movement over terrain:

As before, start the game with any number of players. Choose the `Warrior` unit by clicking on him. Then press `g` to start the pathfinding. You will notice a red path appears when you hover over other squares around your unit. This is the path your unit will take. By clicking on another square, the unit will move as far as he can depending on the terrain restrictions, and then queue up his next set of moves for the next turn if he has not arrived yet.

Also in this document we have our old use cases that have been redefined and expanded upon. We will also therefore recommit modified sequence and class diagrams to correspond with changes that have happened in our program since the last milestone. These files will be held in a redefined folder within the sequence diagrams folder. The use cases can be found in a file called `Use Cases`.