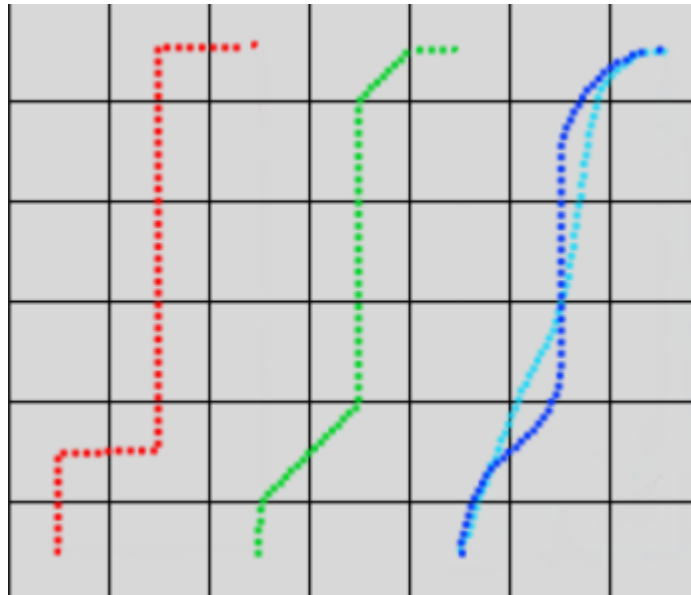


Unit movement

Once confirm the paths from one place to another, how do I move along it. There are questions need to address:

1. Do you want to move in a straight line or curve line?
2. Do you have multiple levels of movement
3. Do you have auto automated tasks



The light blue path use splines, making units seem less mechanical and more alive.

Instead of treating paths as a list of places your unit must visit, you treat paths as ``a guideline, from which you deviate reactively as conditions require.