**Progress Report**

**Zhengrui Xia (zx1064@nyu.edu)**

**Haochen Li (hl4151@nyu.edu)**

**Iteration 1:**

1. **Designing the UI of start menu / end scene;**
2. **Designing the UI of in-game scene;**
3. **Designing simple AI;**

**Iteration 2:**

1. **Designing the UI for game settings;**
2. **Designing end-game condition checking to determine victory/ defeat;**
3. **Debugging and improving game UIs and AI;**

**Iteration 3:**

1. **Designing and adjusting game map;**
2. **Adjusting game mechanics to support battle mode;**
3. **Designing game units;**

**Iteration 4:**

1. **Designing and adding neutral camps;**
2. **Adding mini-map to in-game UI;**
3. **Designing and adding battle fog mechanics to game scene;**

**Iteration 5:**

1. **Debugging and improving mini-map;**
2. **Debugging and improving battle fog;**
3. **Adding level-up mechanics to hero units;**

**Iteration 6:**

1. **Debugging and improving level-up mechanics;**
2. **Adding skill mechanics to units;**

**Iteration 7:**

1. **Debugging and improving skill mechanics;**
2. **Adding attack type and armor type to game mechanics;**
3. **Designing special mechanics including evasion, blocking and critical hit;**

**Iteration 8:**

1. **Debugging and improving special mechanisms;**
2. **Adding formation mechanics to units;**