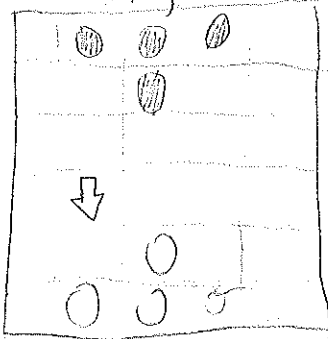


# Storyboard

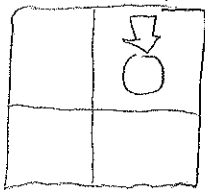
Starting out



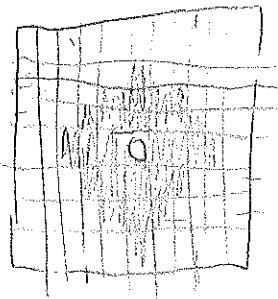
○ = player unit  
 ● = enemy unit  
 ↓ = selected tile

Units start on a grid, the selected tile can be moved using arrow key

selecting units

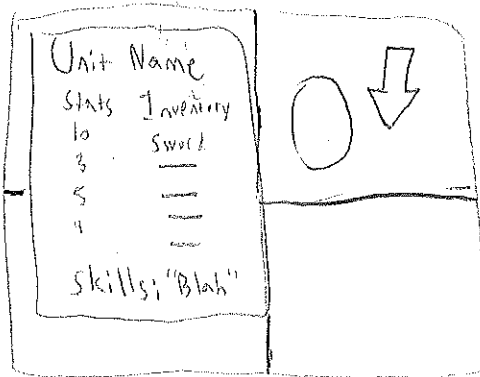


"space" is pressed  
 →



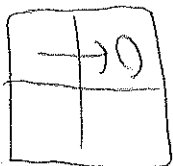
The units is "picked up" and tiles that the unit can move to are highlight

↓  
 "x" is pressed



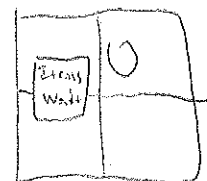
If x is pressed on a unit, a GUI displaying info about the unit will pop-up (this can be done on both player and enemy units)

When "space" is pressed again



Unit moves to space is valid

AND



A menu with options appears

Cont  
 ↓