**Game State**

Currently, my video game is at a playable stage with a relatively unintelligent enemy (that nonetheless knows how to go around) and somewhat intelligent soldiers that could be produced from barracks as per the player’s gold reserves. All game pieces have pathing around buildings, though certain minor bugs persist as a result of the rectangle -sensor system: the rectangles have to be made smaller and adjusted. However, in 80% of the cases the game pieces will find their path. The Riflemen(soldiers) could somewhat intelligently “see” the enemy and which direction they are coming and choose the orientation of the shooting- something that I implemented in accordance with the feedback of my peers. The riflemen however could be made more intelligent.

I may drop the mini-map option along with the fog of war to fix pathing and add other features in the pitch such as pikemen, cavalry, artillery.

**Setbacks**

As per my peer feedback, I tried to blit my game pieces such that the ones above are blitted first, superimposing the second one so as to create a sense of depth. However, this created runtime issues as I was screening through multiple lists at a time. I will need to fix this with a standard queue when I have the time.

Goals

I intend to fix my pathing so that it is completely error-free. Moreover, I seek to implement other units other than the rifle man ( pikeman, cannoneer) to add nuance and strategy to the game. In addition, I need to work on my UI design so that the buttons are more visible and obvious to the gamer. My button panels could also profit from more artistic work to make them more suitable for the game.

The enemy also needs work- currently it is little more than a saboteur that runs straight into the home castle. It needs to prioritize: attack soldiers, then buildings, then the home castle. The ground work for this intelligence was laid in my pathing algorithm: my citizens actually “chose” which path to take from the “available” paths. I will have to reverse engineer this for my enemy and add more variants of enemy soldiers as well.