**The Highland Defense**

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Milestone #1

**Game State**

At the moment I have implemented resource collection of wood and gold. I am able to select my citizens via a cursor and order them around as I right click them to go where I want them to go. I also have a temporary marker to indicate that a citizen has been selected( not a very good image however-I am using it just for testing purposes) that I will replace later in the game. My citizens also know what angle they are advancing in and adjust their walking images with respect to which direction that they’re going ( so that it doesn’t appear that they’re moon walking) . Moreover, I have a resource bar that enables a player to see how much gold and wood they have( though it could be formatted better).

**Setbacks**

Describe the problems you were having and any solutions discussed during the meeting. If no solution presents itself, how will you proceed?

At first, I had issues in selecting individual citizens as they merged into each other. I had to create a separate cursor class that chose only one citizen at a time ( with a preliminary implementation of a state manager, though not strictly a conventional state manager) and I attempted to do A\* to prevent them from ramming into each other. The A\* pathing however proved to be too costly, so instead I just hardcoded adjustments to self.poisiton should two citizens intersect. I will have to do the cached pathing that we did in class to make this look nicer.

One more setback that I haven’t solved was to ensure that items that appear above need to be blitted before those below to give the impression of depth. Otherwise, it seems like the citizens are walking on top of a tree which is taller than them( which does not make sense). This could be rectified by the use of a priority queue which determines what object to blit first. Another minor issue that I haven’t addressed yet is to position my lumberjack citizen to cut the right part of the tree, and this could be solved by returning a smaller rectangle when the tree’s collision rectangle get method is invoked. Sound management could also be worked on, as the mining and cutting sounds can be a bit loud and annoying.

**Goals**

Describe where you want the project to be by the next milestone or game demo day.

My goals are to implement building structures and a simple enemy AI that sends human waves to destroy my fort. The building structures would include defensive towers and military production sites to make soldiers. The soldiers could be called upon to fire on incoming invaders or fire on their own( based on local detection). A stretch goal will be to make the AI smarter –instead of going straight to the home base, attack defensive structures /defending soldiers if there are any.