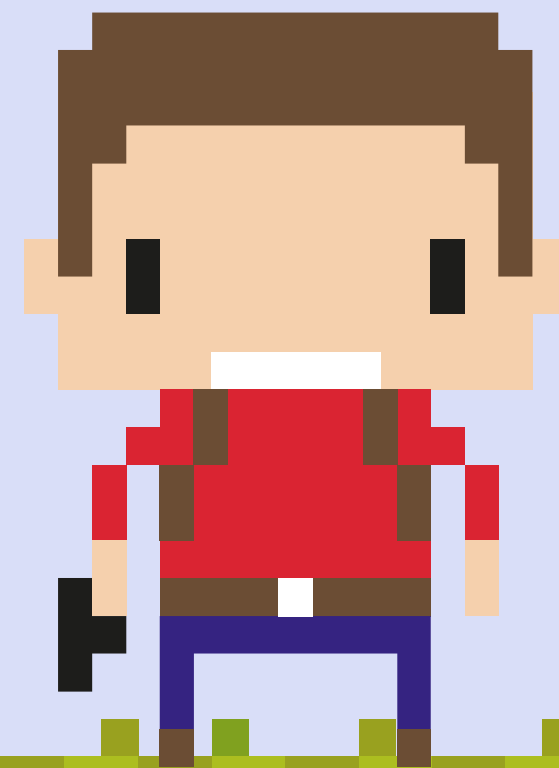
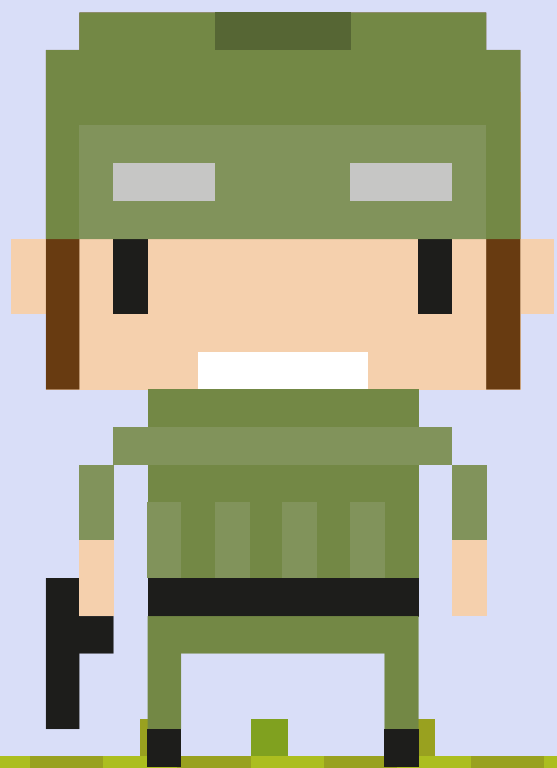
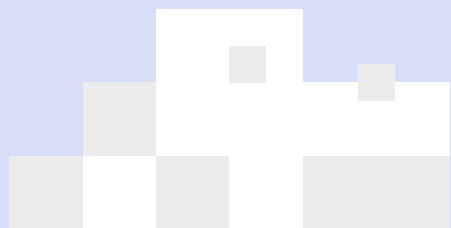




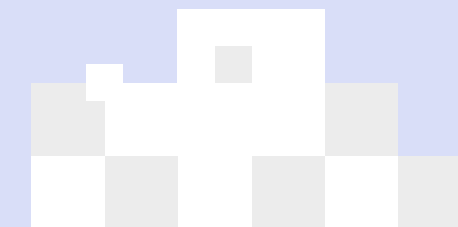
Frontend Strategia turowa

Michał Bogusz, Artur Brogowicz,
Jan Kozaczuk, Daria Shevchenko

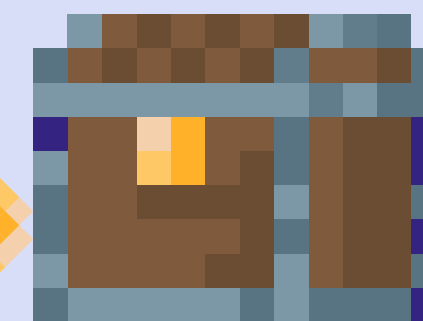
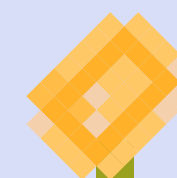
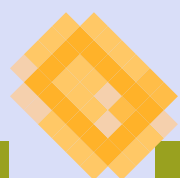


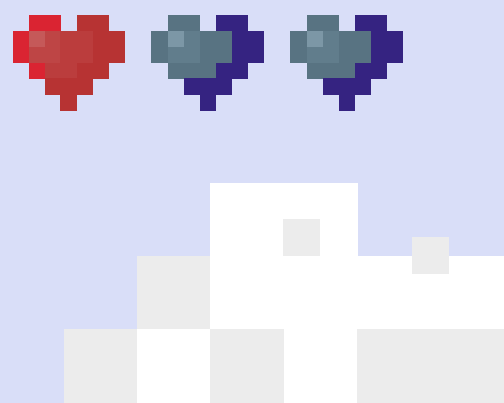


O co chodzi?



Mapa podzielona jest rzeką na 4 części, składa się z 5 typów terenu. Gracz podczas swojej tury wykonuje akcje ze swoimi jednostkami. Każdy z graczy ma zamek którego należy bronić. Zwycięstwo polega na pozostaniu ostatnim graczem z zamkiem. Aby przekroczyć rzekę należy inwestować w Workera, który zbiera zasoby oraz buduje most nad rzeką. Na każdym typie terenu znajdują się zasoby, oraz NPC. Jednostki mają określoną liczbę punktów ruchu oraz są różnego typu, posiadają unikatowe umiejętności.





Podział na klasy

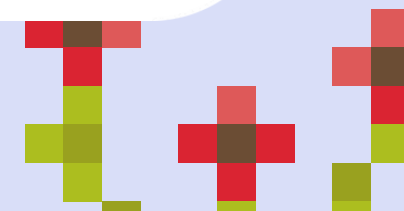
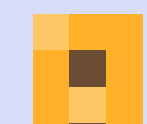
BackgroundLabel

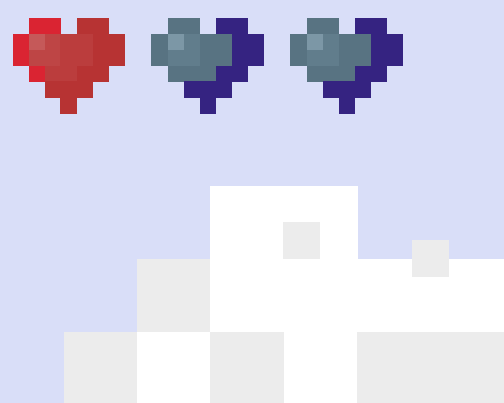
Initializer

BackgroundMapGenerator

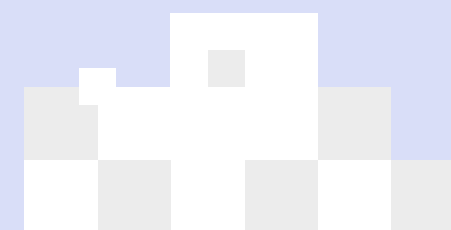
ColorSquare

MapGUI





Main menu



Game Setup

Is this a network game? ☒ Network Game

Are you hosting the gam.. ☒ Host

Your Nickname: Cristiano Ronaldo

Host Address:

Number of Players: 2

OK Cancel

Game Setup

Is this a network game? ☒ Network Game

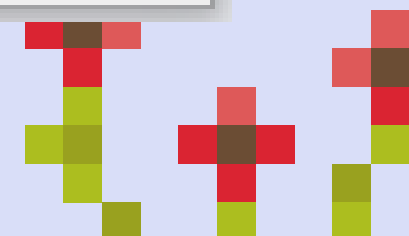
Are you hosting the gam.. ☐ Host

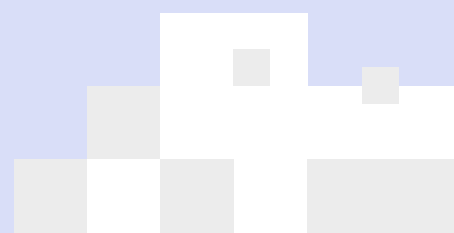
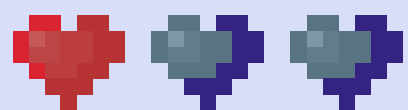
Your Nickname: Cristiano Ronaldo

Host Address: localhost

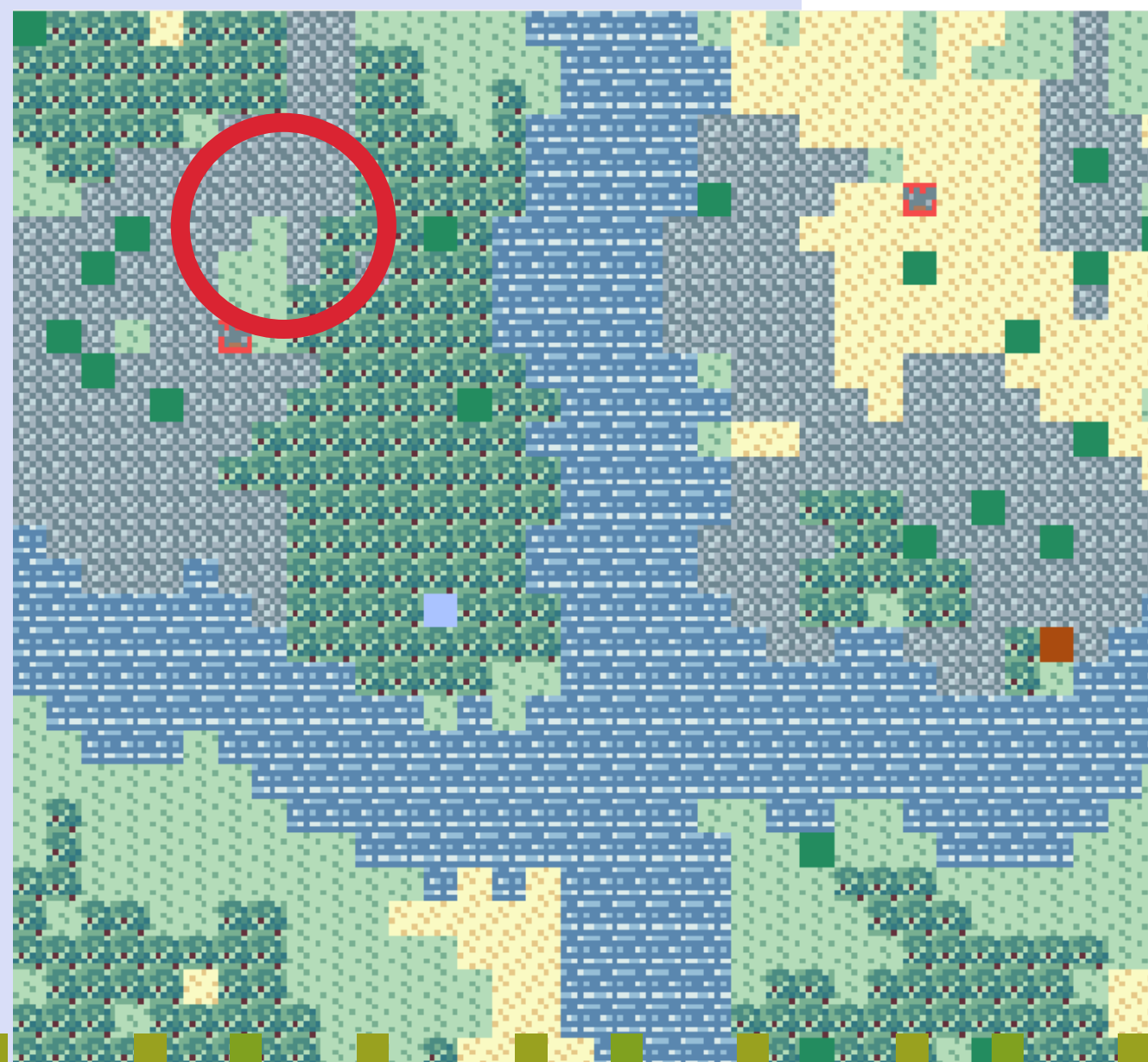
Number of Players:

OK Cancel





Dodawanie jednostek

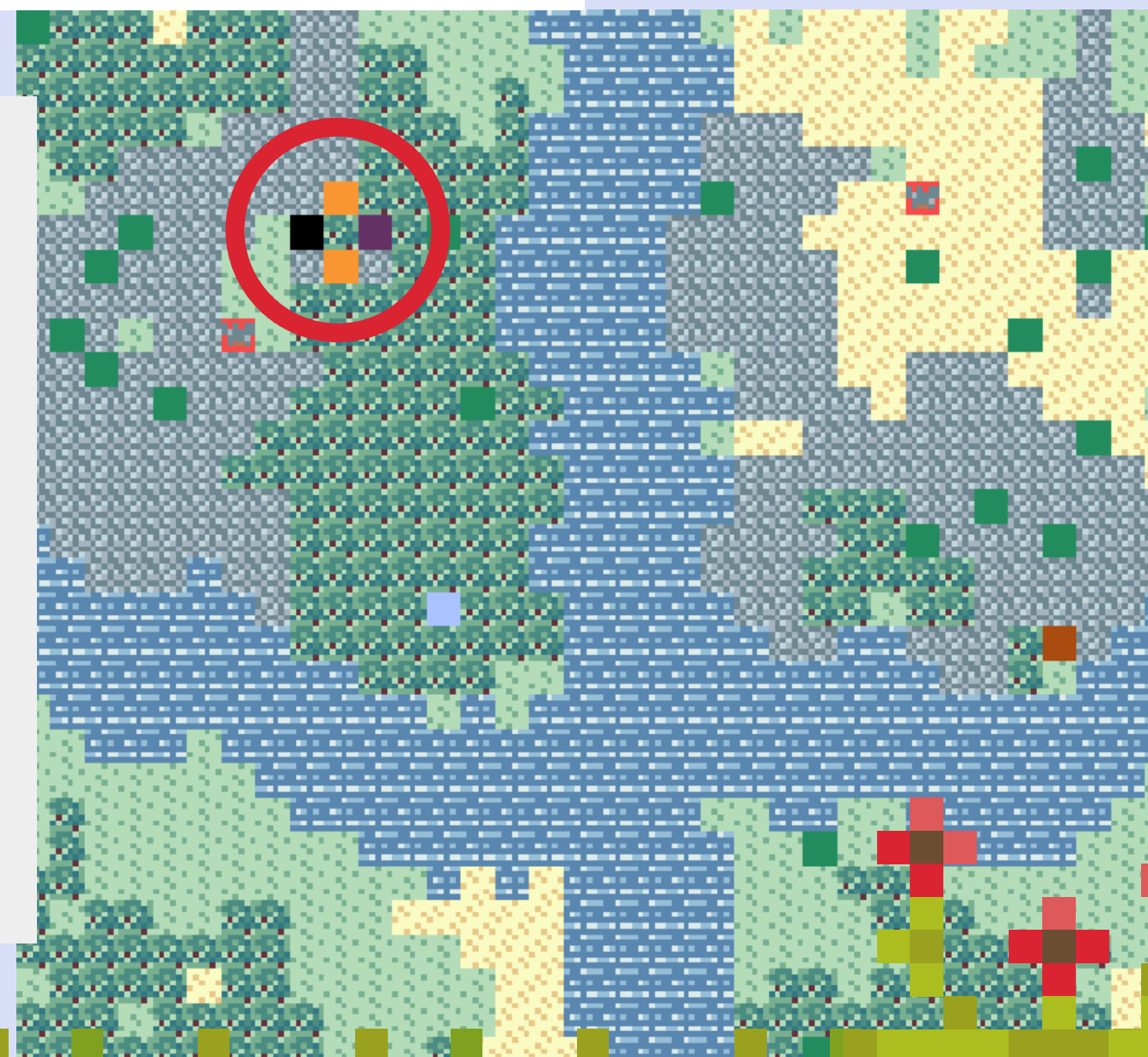


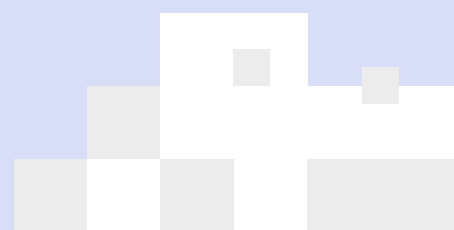
Your troops:

■ Archer: 2

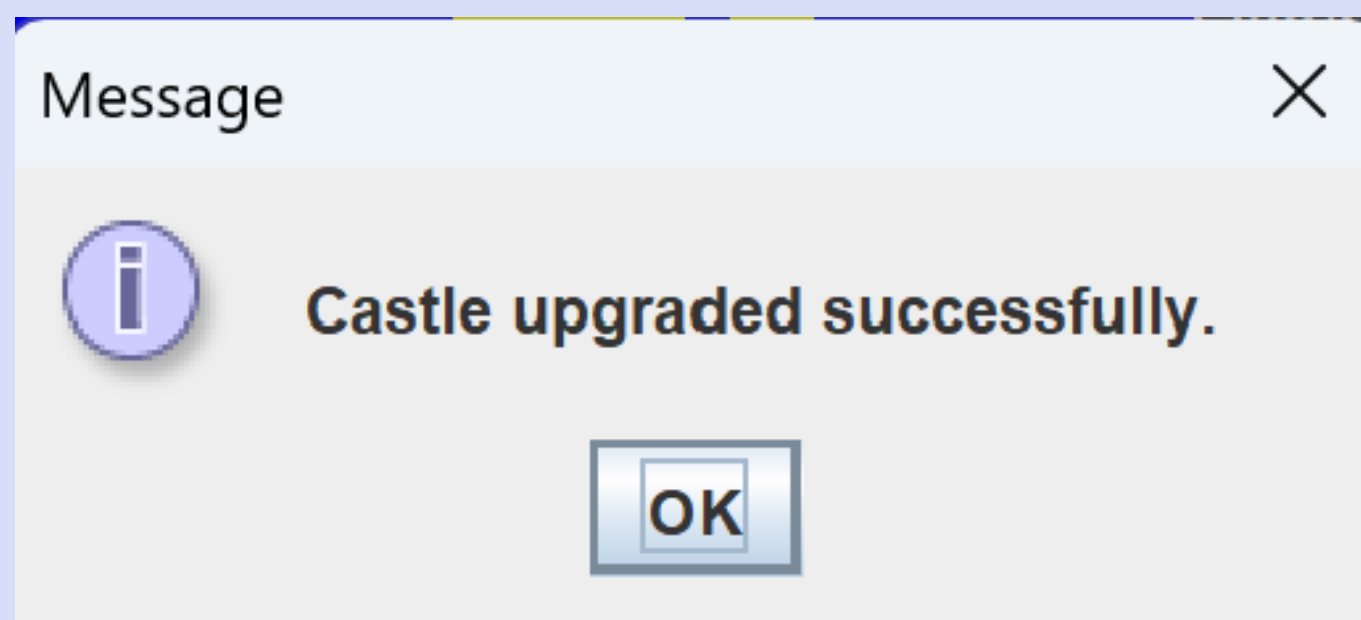
■ Worker: 1

■ Warlock: 1

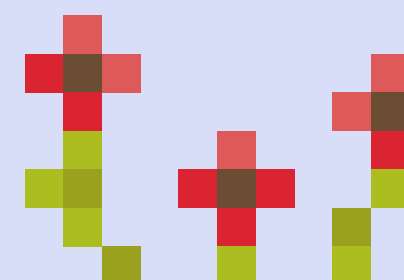


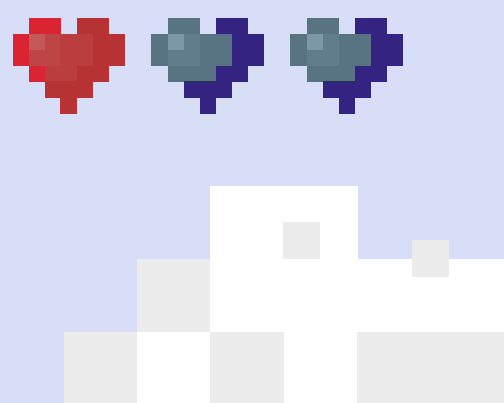


Ulepszenie zamku

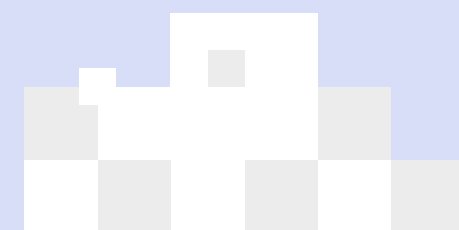


Castle Health: 150
Castle Level: TWO
Castle Defense: 0
Your resources:
ENCHANTED_CACTUS: 497
STONE: 450
WOOD: 450
HEART_OF_THE_SEA: 499
HERBS: 450
GOLD: 200
AMBER: 498
Your troops:






Informacja o kafełku




Tile Information



Tile Information:
Type: Desert
Unit: Worker
Health: 100
Damage: 10
Resource:
ENCHANTED_CACTUS

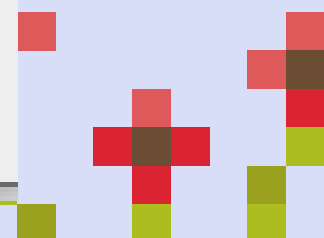
OK

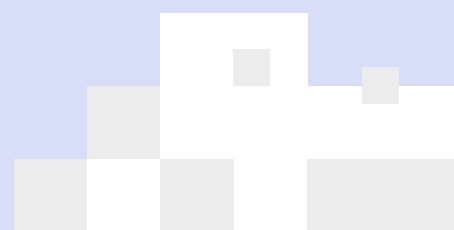
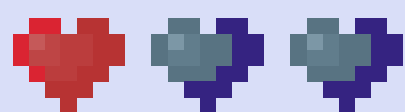
Tile Information



Tile Information:
Type: Desert
No unit on this tile.
Resource:
ENCHANTED_CACTUS

OK





Zarządzenie zasobami



Your resources:

WOOD: 500

ENCHANTED_CACTUS: 500

HEART_OF_THE_SEA: 500

HERBS: 500

AMBER: 500

GOLD: 500

STONE: 500

Your resources:

WOOD: 410

ENCHANTED_CACTUS: 497

HEART_OF_THE_SEA: 499

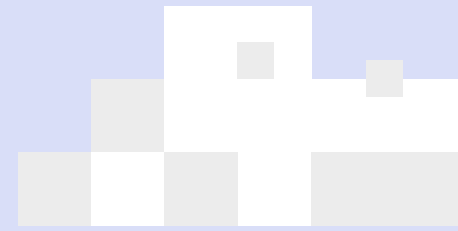
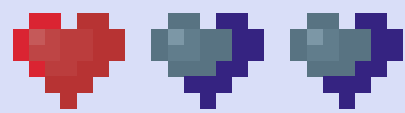
HERBS: 440

AMBER: 498

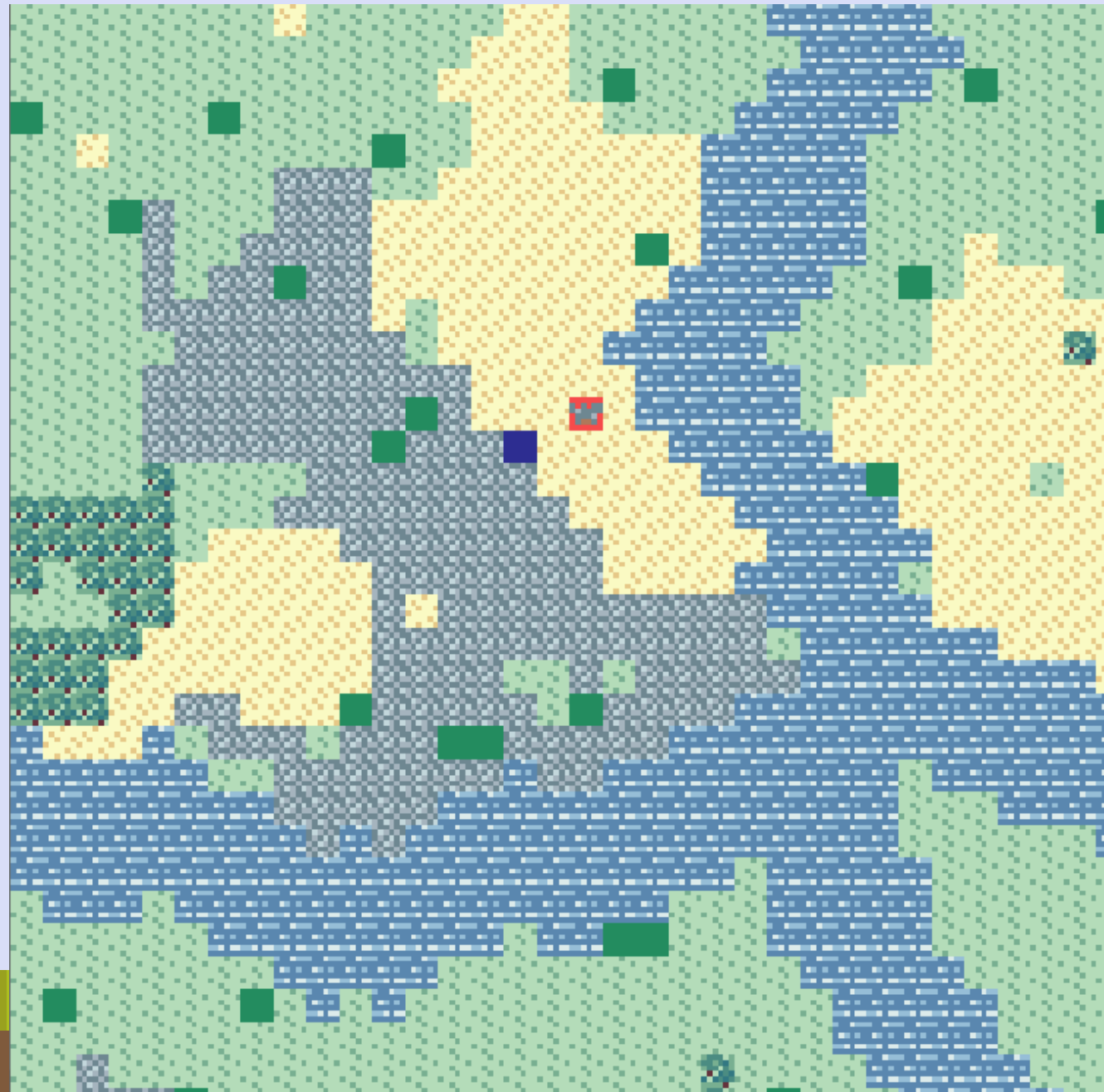
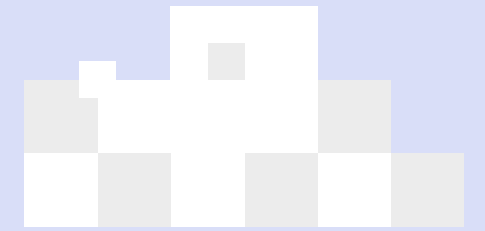
GOLD: 200

STONE: 450

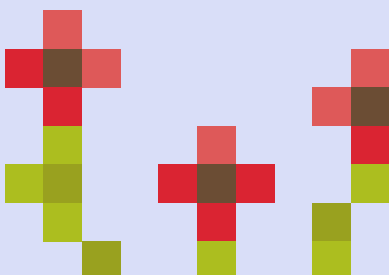


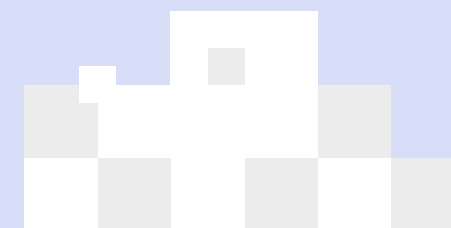
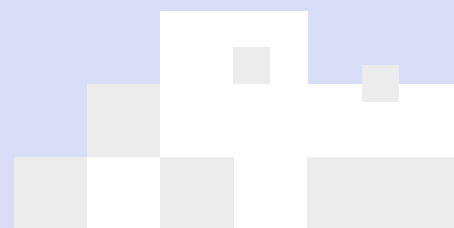
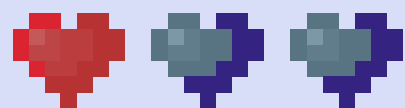


Texture



6x6 pixel





Uruchomienie

