Project 4 Documentation

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To open: Run the Unity executable.

Controls:

WASD - Move the camera

Scroll wheel - Zoom in and out

Left click - Place a unit

G - Generate/Update Influence Map

X - Hide Influence Map

Click a color under your desired team color to change the unit type.

Note: Our influence map color values are being set, however the pixels are distorted when the texture is scaled up due to the mipmapping. This is causing the other shades of red and green to display as the same color. We were unable to fix this issue before submitting. When red and green team units are placed within range of each other, a thin grey line is visible to show that there is no winner for the spaces where the influences cancel each other out.