

Extension - The Simple Battle System

by JNA Mobile



Description

The Simple Battle System adds the ability for you to send the troops you recruit in to battle against neighboring cities. Winning a battle will provide you with loot but battle is dangerous – you may lose troops.

This example shows two key features of the City Builder Starter Kit

1. Non-building Activities.
2. Custom Rewards

Non-building Activities

Non-building activities are activities that are not attached to a specific building.

In the simple battle system a non-building activity is used for the battle. For the most part non-building activities work the same way as building activities; they use the same data and they still have all the same steps (Start, Progress, Complete, Acknowledge). The main difference is that they are launched and managed via the **ActivityManager** directly instead of from the building.

The method to start the activities is:

```
virtual public Activity StartActivity(string type, System.DateTime startTime, List<string> supportingIds)
```

type is the id of an activity defined in your ActivityData files

startTime the time the activity started (for example System.DateTime.Now)

supportingIds is a list of strings for ids of any objects involved in the activity (for example in the Simple Battle System it contains the ids of all the troops in the battle)

The Simple Battle System only supports one battle at a time with all troops available being sent to battle. However the same underlying non-building activities could easily be used to support multiple battles (just start activities with the troop ids you want in the battle).

Custom Rewards

The result of a battle is calculated as a custom reward. A custom reward handler listens for the **CustomReward** Message by exposing a public method of that name. The method takes as input the **activity** to provide the reward for.

```
public void CustomReward(Activity activity)
```

In this instance the strength of the troops making up the army sent to battle is compared to the strength of the town being attacked. There are four results:

Overwhelming Victory in which no troops are lost and loot is gained.

Victory in which some troops may be lost but loot is still gained.

Defeat in which some troops may be lost and no loot is gained.

Overwhelming Defeat in which case all troops are lost and no loot is gained.

Troops that are lost are removed from the game, and rewards are added. Finally a panel showing the results is shown.