Game Summary:

* The game is a tactical strategy game where you control the six soldiers in a standard RTS style
* The level has 6 spider nests that keep spawning spiders
* The objective is to destroy all the nests
* You lose the game if all soldiers die

Controls:

* Left Click to select individual soldiers
* Left Click to de-select any selected soldiers
* Drag a box to select multiple soldiers
* WASD to move the camera
* Scroll to zoom
* Right Click to set an Attack-Move order (indicated by red lines to the destination)
* Shift + Right-Click to Force Move (indicated by blue lies)
* Click on the Weapons button (or hit ‘V’) to open the Weapons Menu
* Click on the weapon buttons (or the hotkeys) to equip the selected soldiers with that weapon (credits allowing)

Game Mechanics:

* The soldiers will automatically attack the nearest spider in its range
* The green ring around the soldiers’ feet indicate their HP
* Killing spiders and the spider nests provides credits that can be used to buy new weapons for the soldiers
* Weapon Mechanics:
  + MP5: fast single-target damage
  + Shotgun: Fires a number of bullets in a spread pattern
  + Lightning Gun: Does damage to all targets caught in the beam
  + Flamethrower: Creates a wall of fire – does pulsing damage to all enemies who run over the fire
  + Healing Beam
    - If any soldier (other than himself) is missing any HP, a soldier with this weapon will automatically heal it (Green Beam)
    - If not, the soldier will target the nearest enemy in range. The beam does low single target damage. (Yellow Beam)
* Spider Nests keep spawning spiders until they reach the max number of spiders.
* The spiders will just swarm around the nest unless a soldier come in range
* The spiders have low HP, but will do good damage when they get into melee range with a soldier
* Once the spider nest is destroyed, all the spiders it had spawned will die as well.
* Once all 6 spider nests are destroyed, you win the game
* If all the soldiers die, the game is over

Known Issues:

* When multiple soldiers are given a move order, all algorithm (the logic is explained in the  
   “JP’s requirements” doc) is run to give them destinations according to a line formation, and for the most part it works well
* The problem is when soldiers in front stop to attack something, then a soldier behind might get stuck.
* In this case, the soldiers can be given a Force Move order to make them all move up in formation and then an Attack Move order to resume attacking.