The Battle for Wesnoth Architecture

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CS-6500

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Program Overview

WML

```
[unit]
 id=Custom Unit
 name= _ "Custom Unit"
 race=human
 alignment=neutral
 usage=fighter
 description= _ "2-3 lines of custom unit description."
 image=units/custom-unit.png
 profile=portraits/custom-unit.png
 hitpoints=1
 movement=1
 movement_type=smallfoot
 cost=1
 level=1
 experience=1
 advances_to=Advanced Unit
 [abilities]
  {ABIILITY_MACRO}
 [/abilities]
 [attack]
  name= _ "melee attack"
  icon=attacks/sword-human.png
  type=blade
  range=melee
  damage=1
  number=1
  [specials]
   {WEAPON_SPECIAL_MACRO}
  [/specials]
  [animation]
   hits=no
   start_time=-200
   [frame]
    duration=100
    image=units/custom-unit-attack-1.png
   [/frame]
   [frame]
    duration=200
    image=units/custom-unit-attack-2.png
    sound={SOUND_LIST:MISS}
   [/frame]
  [/animation]
```

```
[campaign]
 name= _ "An Example Campaign"
 id=EXAMPLE_CAMPAIGN
 define=EXAMPLE_CAMPAIGN
 first_scenario=01_First_Scenario

 difficulties=EASY,NORMAL,HARD
 difficulty_descriptions={MENU_IMG_TXT2 Easy_Image.png
 _"Easy setting description" _"(Easy)"} + ";"
 + {MENU_IMG_TXT2 Normal_Image.png
 _"Normal setting description" _"(Normal)"} + ";"
 + {MENU_IMG_TXT2 Hard_Image.png
 _"Hard setting description" _"(Hard)"}

 icon=Campaign_Icon.png
 description= _ "This is an example campaign template, all ready to be customised."

 [about]
  title= _ "Campaign Designer"
  text="Your Name"
 [/about]

 [about]
  title= _ "Current Maintainer"
  text="Your Name"
 [/about]

[/campaign]
```
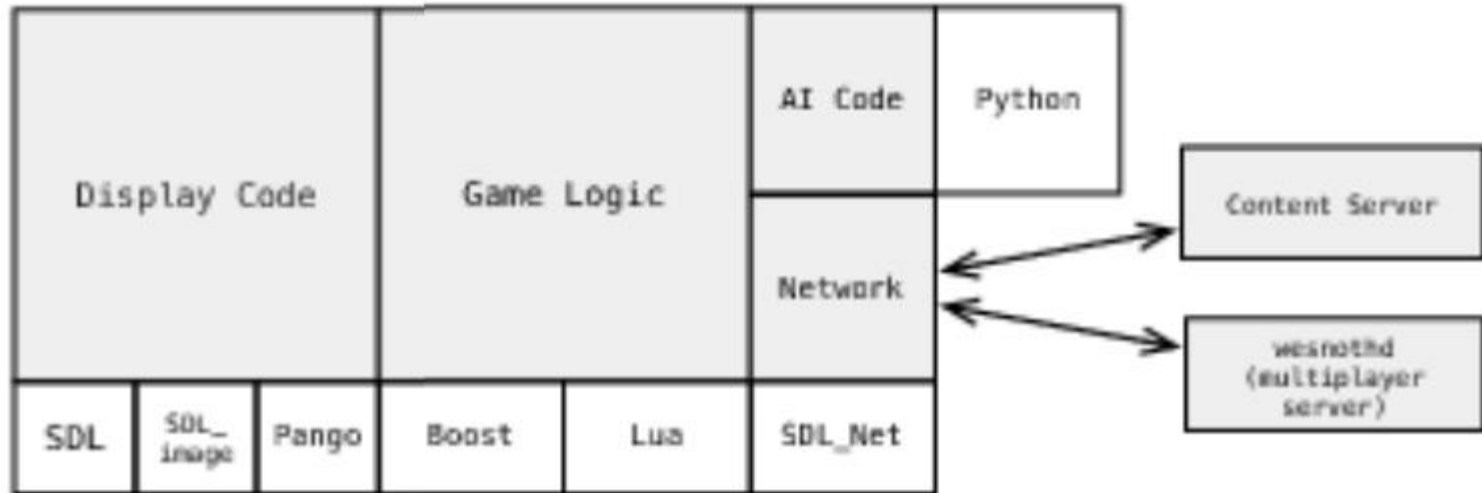
Architecture

Architecture