

## Controls:

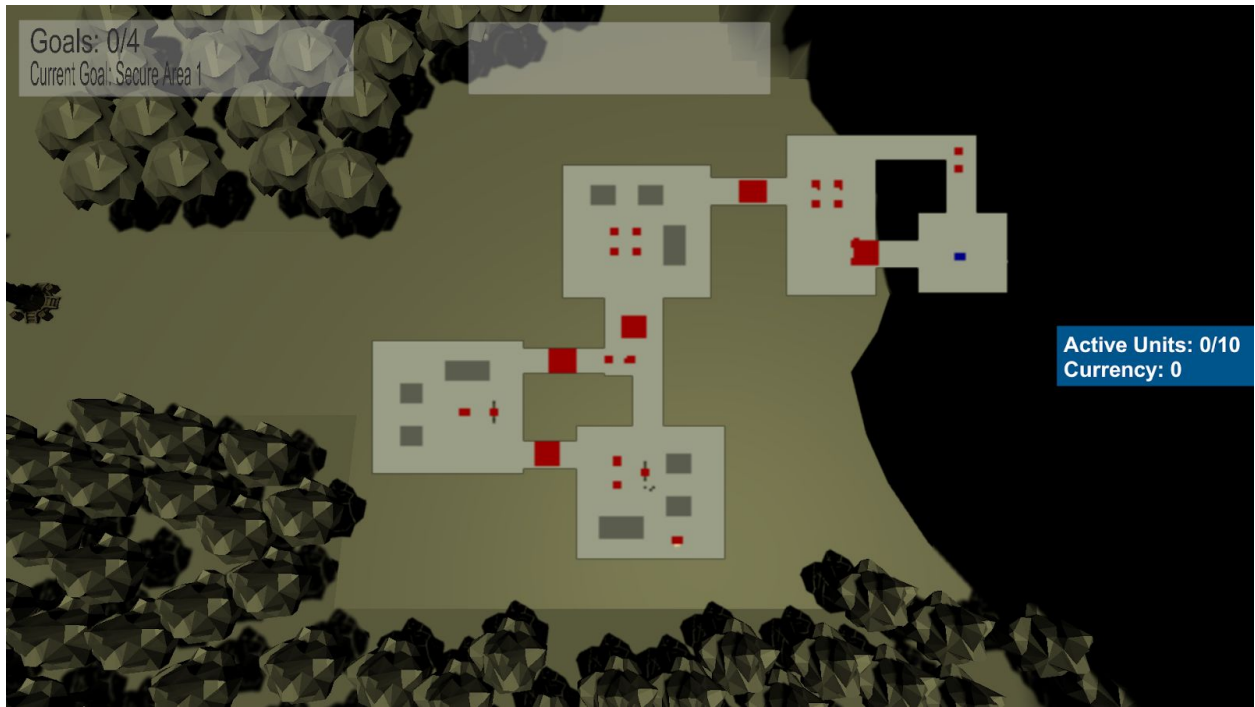
Left Mouse plus Drag to select units



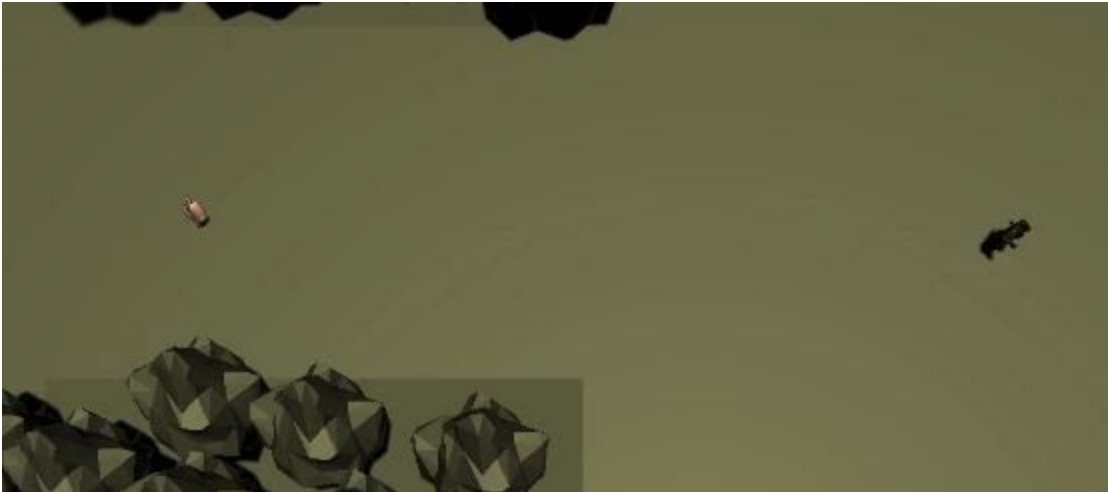
Right Click with unit(s) selected to move / attack



Tab to open / close level map



Drag mouse to edge of screen to move camera



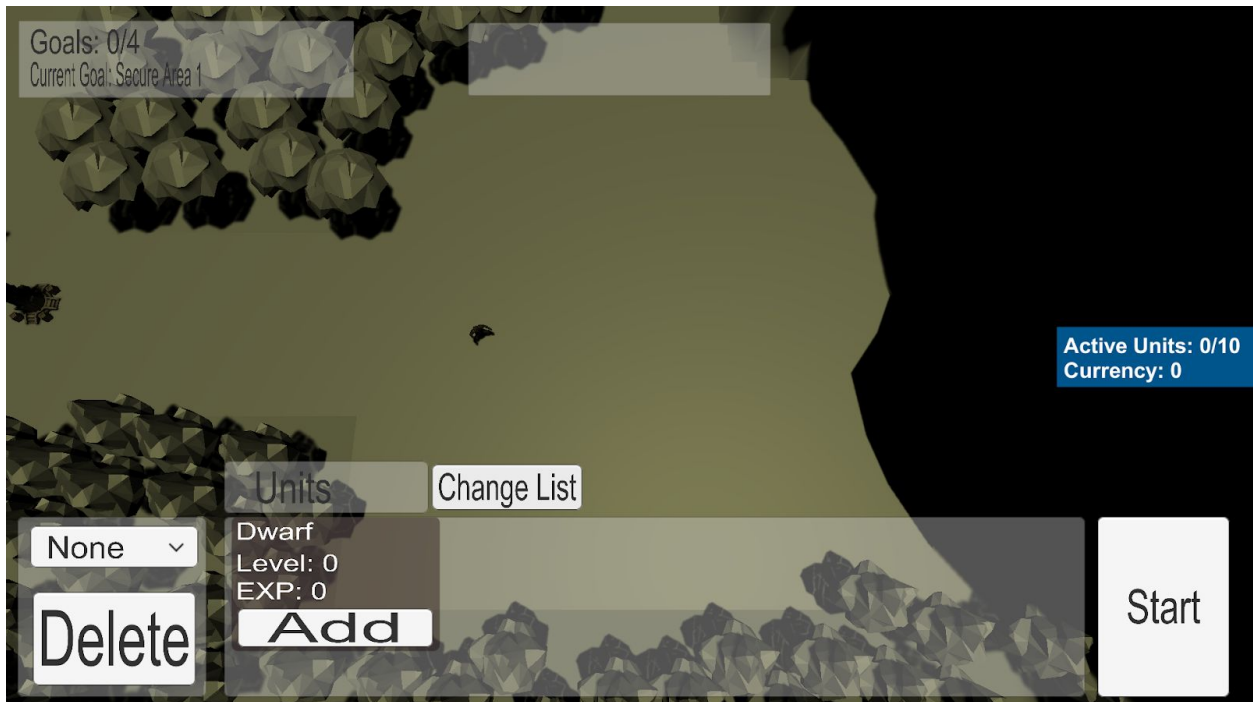
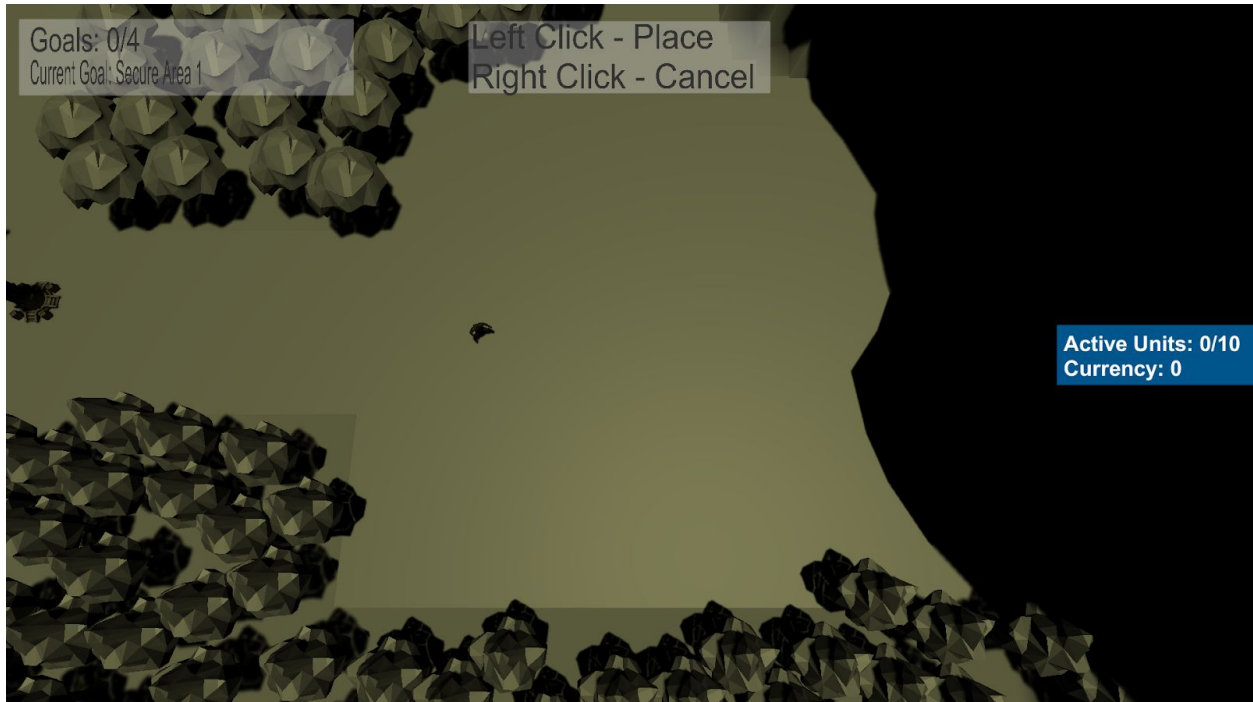
Q, W, E, R with only the hero unit selected to use ability

For certain abilities, press the button once to activate aiming crosshair, then again to activate ability. Other abilities activate upon button press.



General game loop consists of:

Placing units



Achieving level goals and defeating enemies

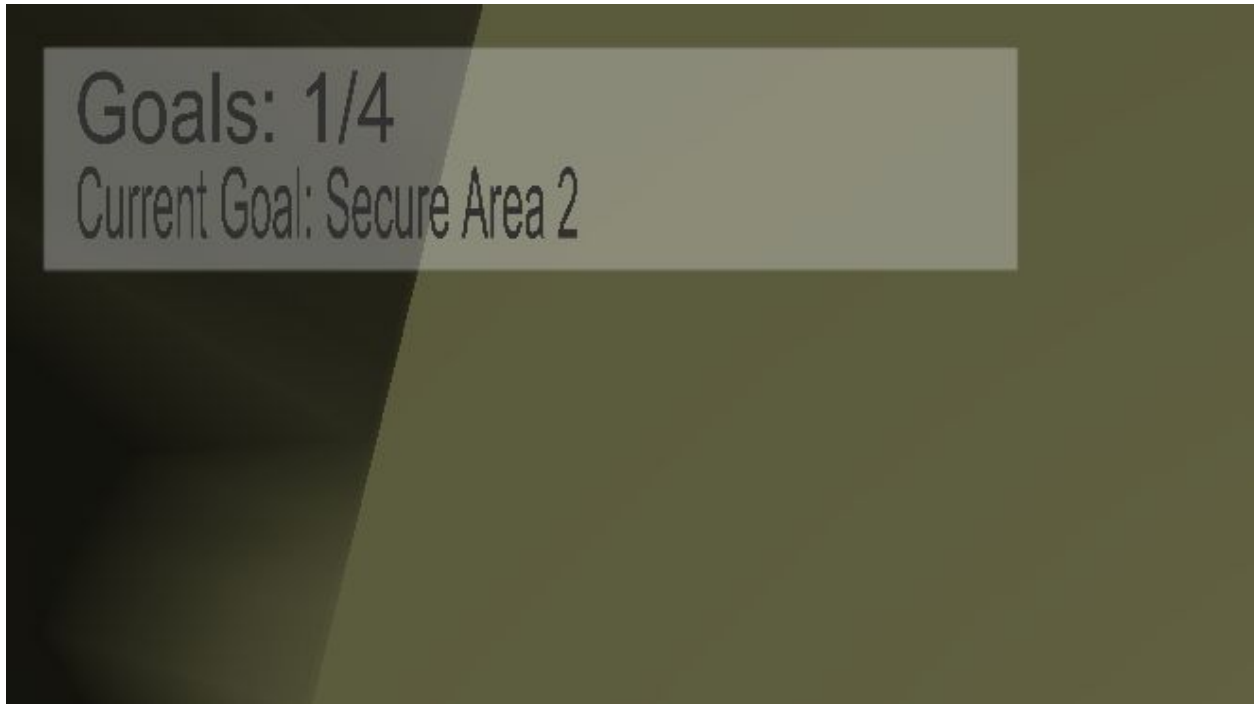


Image used in Technical Highlights doc as well

Choosing up to 2 defeated units to add to your army



Image used in Technical Highlights doc as well



Going to the shop if needed

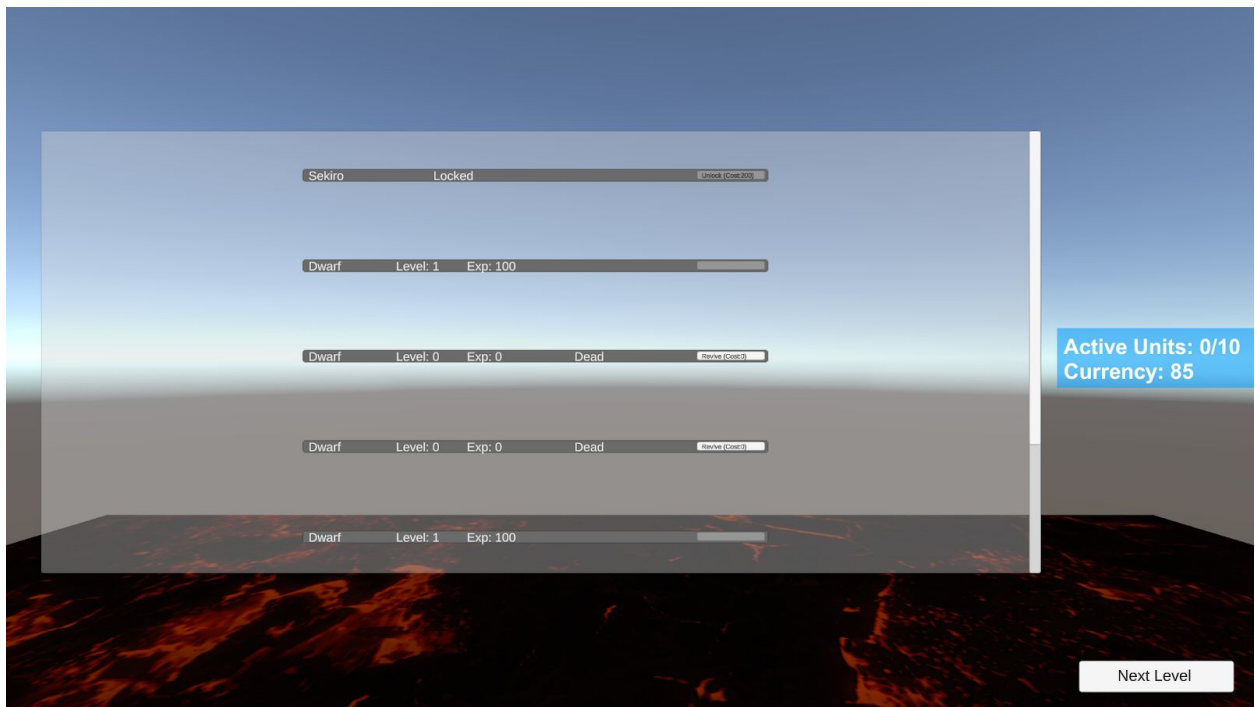


Image used in Technical Highlights doc as well

Repeat