

Freeciv - Feature #877798

Drop hostile as an action property

2020-06-16 10:54 AM - Sveinung Kvilhaugsvik

Status:	Closed	Start date:	
Priority:	Normal	Due date:	
Assignee:	Sveinung Kvilhaugsvik	% Done:	0%
Category:	General	Estimated time:	0.00 hour
Sprint/Milestone:	3.1.0		
Description			
If an action is hostile or not determines how agents and utilities like path finding reacts to it, not what the rules actually are. If an action is hostile or not is a matter of interpretation. The interpretation should probably care about many action properties, not just the result. Move it out of the way for now.			

History

#1 - 2020-06-16 10:57 AM - Sveinung Kvilhaugsvik

- File 0017-Drop-hostile-as-an-action-property.patch added

- Status changed from In Progress to Resolved

#2 - 2020-06-18 06:41 AM - Sveinung Kvilhaugsvik

- Status changed from Resolved to Closed

Files

0017-Drop-hostile-as-an-action-property.patch	34.6 KB	2020-06-16	Sveinung Kvilhaugsvik
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