

<WAIFU PRODUCTION!!!!>



Revision: 1

Overview

Genre

Turn based pass and play board game (capture the flag)

Core Gameplay Mechanics & Roles

- randomized level map: Laurence, Ashley
- player (moving/ capture/ attack): Sao, Rami, Ly
- UI: Ly
- game Manager: basic turn based system/camera (Rami, Kevin)
- Art: Amanda

Targeted platforms

Android

Influences (Brief)

- <Influence #1>
 - chess
- <Influence #2>
 - final fantasy tactics
- <Influence #3>
 - go

SCENES

- MAIN MENU
- GAME
- OPTIONS

The elevator Pitch

A pass and play board game where you can only move pawns on tiles that match your pawns type. You win by either taking over the opponent's main tiles or killing his pawn.

Project Description (Detailed)

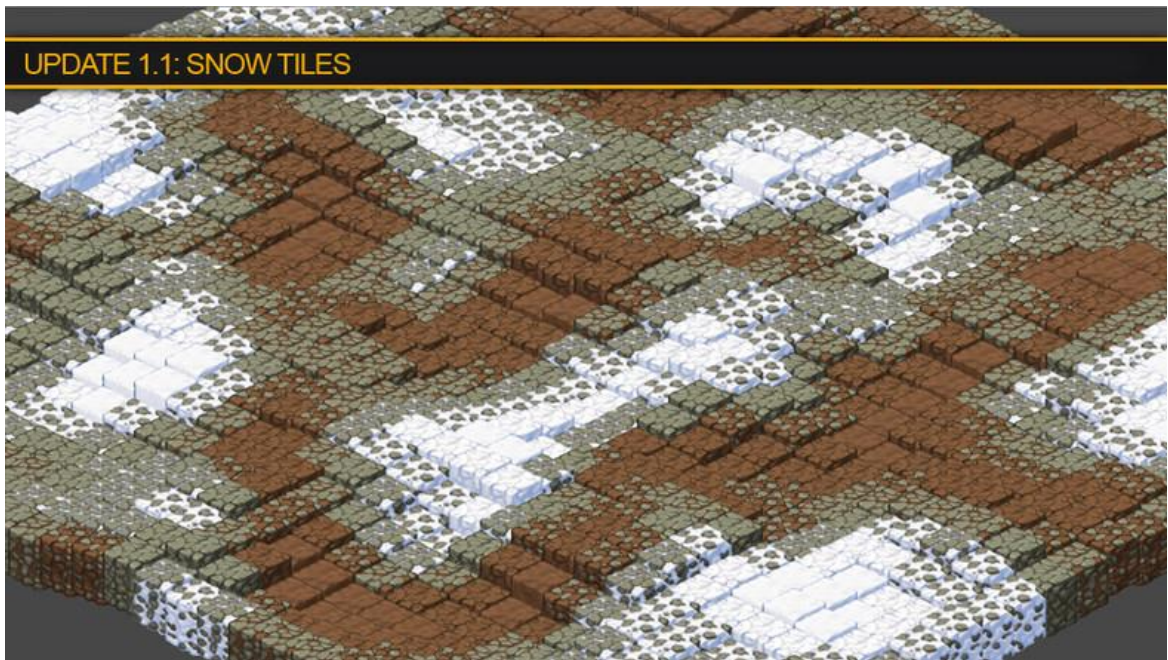
The game consists of a randomly generated map with two teams of 4 pawns on both ends of the map. Each player must move their pawns from their initial (main element) tile to the opponent's matching initial tile to conquer that type. Once the player has moved into the opponent's tile, that color is eliminated, it is no longer generated on the map and both pawns of that type are taken off the map. The player receives 1 point for this. The player can also conquer a territory by killing the opponents pawn. The player can only move his pawns onto tiles that match its type. If pawn 1 is standing beside an opposing pawn who is over pawn 1's tile, then pawn 1 can attack. At the end of each round (after a player moves all 4-pawns) the map is randomized again, and the following player gets to move pawns that have an opening. Once all 4 territories have been conquered, the game is over.

Core Gameplay Mechanics (Detailed)

< randomized level map >

The tile map consists of an 9 by 16 set that randomly generates at the beginning of the game and a new pattern at the end of every round. Once a player pawn is destroyed or an initial tile is conquered, the map accounts for it and stops generating that tile type. The main top and bottom start positions must always allow the characters to start at the same set position.



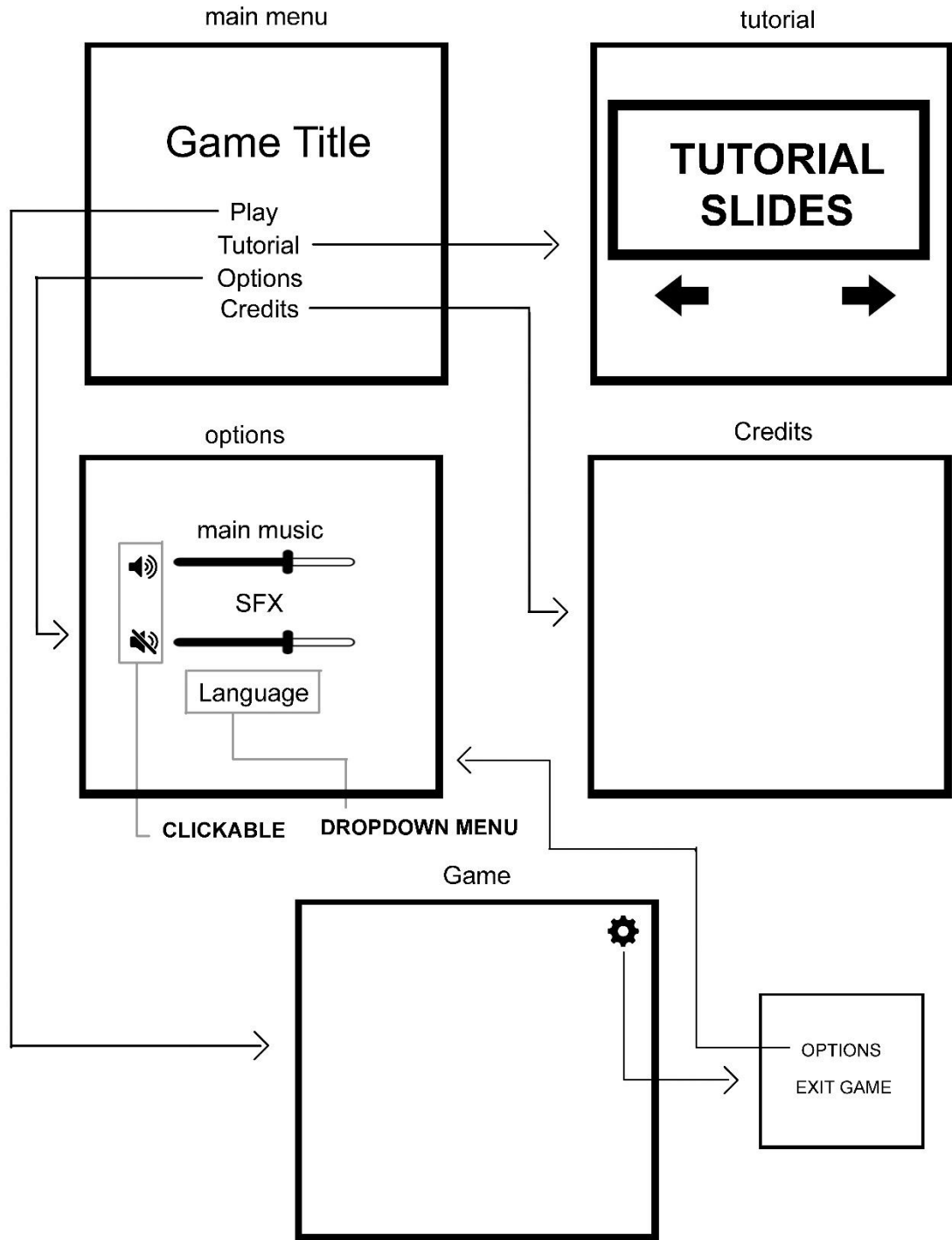


****TERRAIN WILL BE FLAT LIKE SECOND IMAGE NOT ELEVATED LIKE FIRST****

< player >

Player script must allow you to select a pawn (one click) and choose where you want to move on the map (one click to pick tile, one click to confirm). This will change the pawn sprite being used accordingly. From there the pawn slides over to the new position and plays a moving SFX. If a pawn can attack another then the script must play an attack SFX, destroy the attacked pawn, destroy the attacking pawn, prompt text stating which player has conquered what type, and let the map script know not to generate that color anymore. There must also be a function that handles a pawn conquering the opponents initial tile which acts the same as attacking an enemy but plays a conquer SFX sound instead of attack SFX.

UI Layout



< game Manager >

Game manager connects the UI to the main game. The game manager also implements the turn base strategy system, allowing the player to move all 4 pawns (only ones that have the option to move obviously lol) then ends the turn and goes to player 2. The game manager prompts a message saying Player 2 turn or Player 1 turn. Game manager also prompts the win screen.

camera mechanics in a separate script. This script allows the players to use a two-finger swipe to scroll around on the map, a two-finger pinch to zoom in on the map, two-finger reverse pinch to zoom out.

** all controls will be converted to touch controls through the game manager team. **

- 2D

-pawn piece sprite sheet

(2 unique pawns that will be copied into 4 colors: red, blue, green, white)





-Death (cloud)

Asset Store packs

UI: <https://www.assetstore.unity3d.com/en/#!/content/32346>

TileMap: <https://www.assetstore.unity3d.com/en/#!/content/27944>

Unity Account Log in:

Username: bluechiplabs@gmail.com

Password: Georgebrown9

- Sound

-uppy

-fantasy

-basic