<WAIFU PRODUCTION!!!!>

Overview

Genre

    Turn based strategy board game (territory capture)

Core Gameplay Mechanics & Roles

    - randomized level map: Laurence, Ashley
    - player (moving/ capture/ attack): Corrie, Sao
    - UI: Joy, 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 turn based strategy game where you can only move on tiles that match your character type. You win by either taking over the opponent's main tiles or killing his characters.

Project Description (Detailed)

The game consists of a randomly generated map with two teams of 4 ponds on both ends of the map. Each player must move their ponds from their initial (main element) tile to the opponent's initial tile to conquer that type. Once the player has moved into the opponent's tile, that color is eliminated. The player gets 1 point for this. The player can also conquer a territory by killing the opponents character. The player can only move his characters onto tiles that match its type. If character 1 is standing beside an opposing character who is over character 1's tile, then character 1 can attack. Once a territory is conquered, the winning character remains in his last position and the map stops generating that tile type. At the end of each round (after a player moves all 4 characters) the map is randomized again, and the following player gets to move characters 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 8 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 is destroyed, the map accounts for it and stops generating that tile type. The main top and bottom must always allow the characters to start at the same set position.

UPDATE 1.1: SNOW TILES
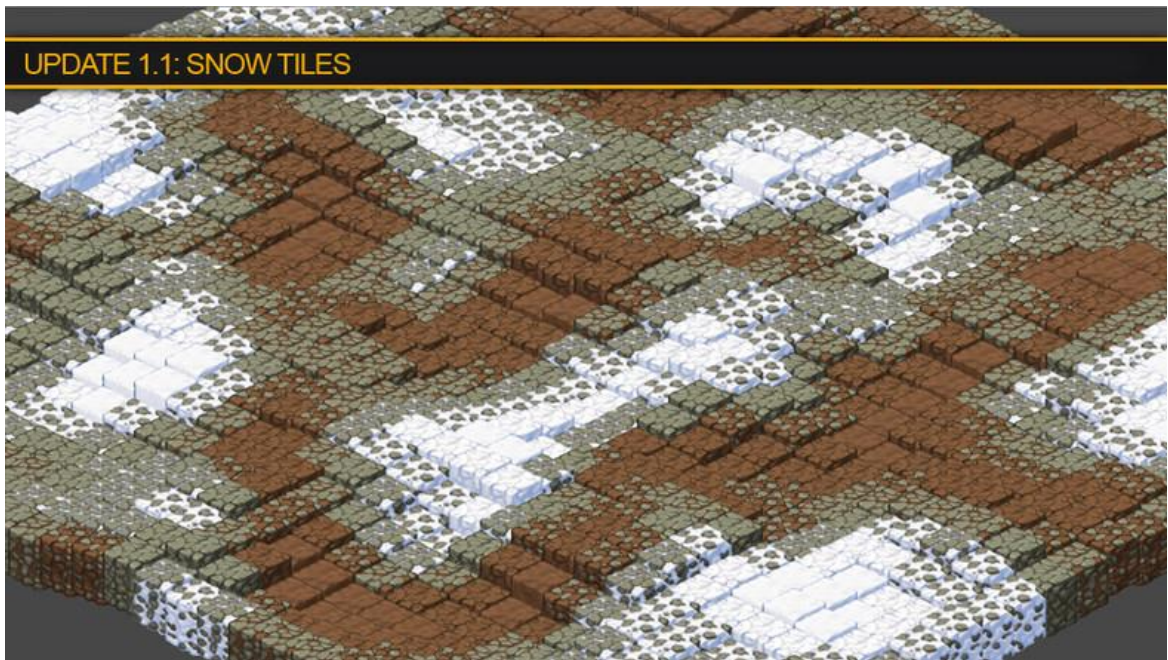
TERRAIN WILL BE FLAT LIKE SECOND IMAGE NOT ELEVATED LIKE FIRST

< player >

Player script must allow you to select a character and click on where you want to move. From there the pond slides over to the new position. If a character can attack another then the script must destroy the attacked player and let the map script know not to generate that color anymore. There must also be a function that handles the character conquering the opponents initial tile. Once a character conquers another (by killing or taking over the initial tile) the pond turns gray and the controller script is turned off, so it cannot be controlled anymore.

< UI >

main menu: Play, Options, Tutorial, Credit

Options: Main music volume bar, SFX volume bar, mute music, mute volume, Language (optional)

Game: Loads the actual level

Credit: All developer names and contributions

Tutorial: Done after game is completed. Explains the rules using screenshots and speech bubbles.

< 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 characters (only ones that have the option to move obviously lol) then ends the turn and goes to player 2. Game manager also prompts the win screen. We also hand camera mechanics in a separate script. This allows the players to use 2 fingers to scroll around on the map and one finger to pick a character and which tile to move to.

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

- 2D
    -character pond piece sprite sheet
(2 unique ponds 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

- Sound

-uppy
-fantasy
-basic