**Chessmaster  
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This game takes place on an 8x8 grid. The player controls a single human character to avoid two other chess pieces based on bishops in a castle dungeon setting. These two pieces will combine their efforts to ram into the player depending on their position, and the player will have to react by moving on a cooldown and only in cardinal directions, one square at a time.

The pieces will use limited A\* pathfinding components along with decision-making state-based AI to determine the best option to squash the player by working together.

As the game progresses, the periods of time between the pieces’ movement and the player’s time before being allowed to react will both get shorter and scale together in some manner until the player gets slammed by one of the pieces and loses. For example, if the pieces move to attack in 2 second intervals and the player gets the ability to move 1 square every 0.5 seconds, when the pieces get to attack in 1 second intervals, the player gets to move every 0.25 seconds so it remains theoretically possible at all points.

The longer you last, the higher your score, and the aim is to get as high of a score as you can before getting crushed. Stage transitions may take place at certain scores to increase the difficulty of avoiding the pieces.

Possible additions and mechanics to the concept for playtesting:

* Having the pieces check where the player is to cover the most possible area of hitting them, but not considering their own collision. If they collide, it will slow down the enemies or gives the player some other advantage.
* Pieces moving with imperfect friction, so they slide after the player dodges and possibly into each other to compliment the first rule.
* Randomized power-ups that drop on the board to give the player some other incentive than to just dodge the enemies. (Slowing the timer, speeding the player up, etc.)
* Possibly having the enemies recognize and aim for the power-ups to destroy/collect them for their *own* advantage against the player.
* A difficulty setting for how effective the AI is and how much time the player gets to react.
* Walls/Pits to inhibit movement in certain directions placed by us as a map.
* A panic button (stun the pieces and reposition) that you can use a certain number of times.