REALMS.WORLD

CASTLE HEXAPOLIS

A Strategic City-Development Game

Welcome, esteemed city planners and strategists!

You have been summoned by the Lord of the Realm to the grand challenge of "Castle Hexapolis", the digital realm where your urban planning skills and tactical acumen will be put to the test! This web-based browser game blends the charm of medieval city-building with the cerebral challenge of hexagonal tile placement. Prepare to embark on a journey of strategy, foresight, and creativity as you expand your city from a single Castle hex tile to a sprawling, interconnected metropolis.

Game Objective

Your mission in "Castle Hexapolis" is straightforward yet captivating: skilfully expand your city outward from the central Castle tile, utilising a variety of hex tiles to maximize your points. With ROADS, WATCH TOWERS, and PARKS hex tiles at your disposal, every decision can tilt the balance of power in this dynamic cityscape.

Core Game Elements

The CASTLE : Your starting point and the heart of your city. All roads lead here!

CITY WALL GATES: The gateways to the outside world. Connecting these to your Castle via roads is a key to victory.

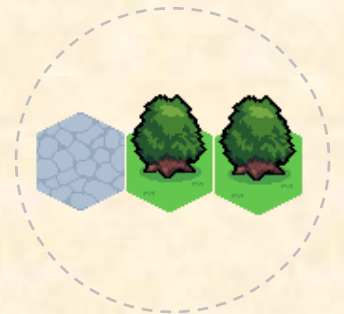| ROAD		Connect these to your Castle and city-wall gates for essential points.
WATCH TOWER		Strategically place these for defence and bonus points, especially on hill tiles
PARK		Group these in threes to create lush parks and score big

Gameplay Mechanics

Each turn, you place a trio of hex tiles, carefully considering their placement in relation to your existing structures. With 24 trio tiles in the game, each decision is crucial in sculpting your city's landscape and securing your triumph.

Scoring System

Place trios of hexes to grow your city outward from the CASTLE

Try to get the highest score you can!
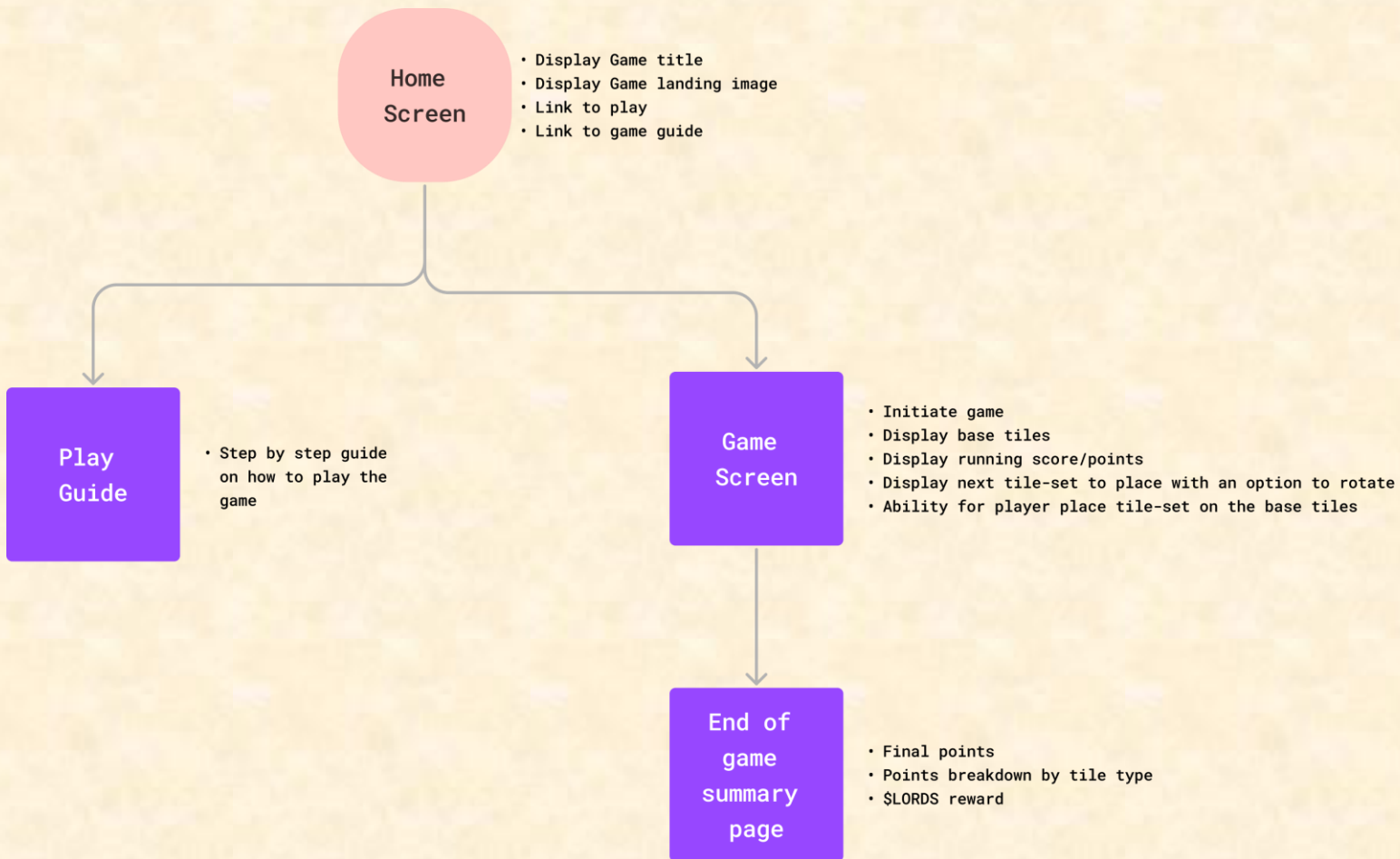Okay, how do I get points?

Points Summary:

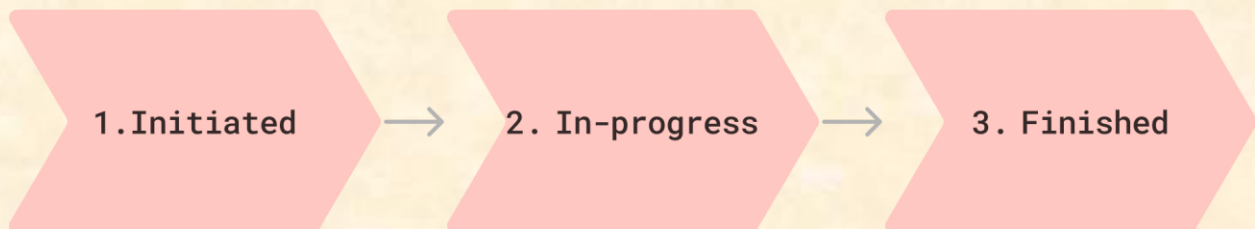|		
ROAD		+1 points if connected to CASTLE by other ROADS +3 points per CITY WALL GATE connected to the CASTLE by ROADS
WATCH TOWER		+1 point if not touching another WATCH TOWER +2 points if also on a hill
PARK		+5 points for every 3 PARKS in a connected group

Conclusion

"Castle Hexapolis" offers an enthralling blend of strategic depth, replay-ability, and interactive fun. Whether you're a seasoned strategist or a budding city planner, this game promises a unique and engaging experience with every playthrough. So, gather your wits, lay down your first tile, and start building the city of your dreams!

Good luck, and may the best city planner win!

APPENDIX - A

Home Screen

- Display Game title
- Display Game landing image
- Link to play
- Link to game guide

Play Guide

- Step by step guide on how to play the game

Game Screen

- Initiate game
- Display base tiles
- Display running score/points
- Display next tile-set to place with an option to rotate
- Ability for player place tile-set on the base tiles

End of game summary page

- Final points
- Points breakdown by tile type
- $LORDS reward

GAME STATUS FLOW

1. Initiated → 2. In-progress → 3. Finished

APPENDIX - B

Game Guide:

Place trios of hexes to grow your city outward from THE CASTLE

Try to get the highest score as you can!

Okay, how do I get points?

- ROAD hexes are worth 1 point each if they are connected to THE CASTLE.
- Additionally, every CITY WALL AGTE that you connect to THE CASTLE with ROAD is worth 3 points!

What about those WATCH TOWERS?

WATCH TOWERS are worth 1 point if they are not adjacent to any other WATCH TOWERS

If they are placed on a HILL, they are worth 3 points!

Each group of connected PARK hexes is worth 5 points.