

# Tile Squad Game Design Document

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Version 1.2

## Game Description

Navigate heroes through a dangerous puzzle dungeon to obtain the treasure.

## Targets

The target platforms include web desktop and web mobile.

Intended for a general audience.

## Genre

A puzzle game with medieval fantasy role-playing elements.

## Mechanics

1. The game takes place on a tiled board.
2. The layout of the objects on the board is randomly generated.
3. The objective is for the player to move one of their heroes to the tile with the treasure on it.
4. The player loses when all of their heroes are dead.
5. The player starts with the hero at the starting tile.
6. The player can move one tile at a time.
7. After the player moves their first hero off the starting tile, another hero may or may not spawn at the starting point depending on the puzzle. Any heroes to be spawned this way will be shown on a queue.
8. Every time a move is made, every hero on the board must move the same direction if possible.
9. Enemies make a move after the player moves.
10. Different objects interact differently with other objects on the board to the player's input. A table is provided indicating these different interactions.  
(Table provided on next page.)

	Peasant	Mage	Thief	Warrior	Spy	Ranger	Paladin
Hero	-	-	-	-	-	-	-
Wall	-	-	-	-	-	-	-
Crest	Promotion	Promotion	Promotion	Promotion	-	-	-
Enemy	Loses	Loses	Loses	Wins	Loses	Wins	Wins
Door	-	-	Opens	-	Opens	Opens	-
Jail	-	-	Opens	-	Opens	Opens	-
Trap	Loses	Loses	Disables	Loses	Disables	Disables	Loses
Barrier	-	Uses	-	-	Uses	-	Uses
Portal	-	Uses	-	-	Uses	-	Uses
Lever	Uses	Uses	Uses	Uses	Uses	Uses	Uses
Hole	Loses	Loses	Loses	Loses	Loses	Loses	Loses
Treasure	Win Game	Win Game	Win Game	Win Game	Win Game	Win Game	Win Game

## Interface

The player can use the keyboard or click and drag to indicate direction of movement.

For web mobile the player swipes the direction they want their heroes to move.

The player can select a tile to get more information about the object on that tile.

A gui interface will be used for menu controls.

## Art Style

The art style should be simple, and have differing colors and silhouettes for different objects so that the player can easily distinguish between the different objects easily.

## Music

Modern fantasy music with an emphasis on a thinking theme would suit this game best.

Different puzzle stages based on their environment may have different tracks.

## Sounds

Standard sound effects for gameplay, piece interactions, and gui.