GDD AdvancerWars

*Tactics and management*

Resume

As a commander you’ll control your army, have to expand your territory and manage your earnings. You and your army have to take turns building and commanding units on grid-based maps, while attacking enemy units, moving positions, holding ground, or capturing enemy/neutral properties

Characteristics

Turn based game

Grid-based map

Economic management

Strength / weakness system

Building capture

Unit generation

UI

Risks

|  |  |  |  |
| --- | --- | --- | --- |
| Risk | Priority | Description | Solution |
| Medium | 1 | Buildings management | Don’t let team able to capture buildings |
| Low | 2 | Unit management | Using a more simple pattern than pool factory |
| Medium | 2 | UI | Minimalist one |