

THE BATTLE OF CLANS

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- **Genre:-** Strategy
- **Platform:-** Windows/PC/Android/iOS
- **Tools:-** Unity, Blender

Basic Idea of the Game

The Basic idea of the game is to destroy all other clans on the board (not like clash of clans :/) and be the last standing clan on the board.

GOAL:- To destroy all other clans on the board.

Plot/Story

Many clans fight to be the last standing clan on the map. Each clan starts with a small empire building and a small area allotted (say a square of 3×3 squares) with the total map area equal to 16×16 squares. It's a multiplayer game with each player taking turns and playing, when one clan is playing it can see only the area of its clan and not where in the map are other clans are placed. As the game moves forward the map opens up and then other player sees where all the clans are placed, this creates suspense till the very end.



(just a picture , not related to any game)

CHARACTERS

- Attacker
- Defender
- Archer
- Horseman
- Canons
- Ships
- Special Character—Super Dragons



Attacker



Defender



Archer

Strengths and Weaknesses of Characters

1). **Attacker:-** Attack=7, Defence=5, Movement=1, Health=10

2). **Defender:-** Attack=3, Defence=10, Movement=1, Health=10

3). **Archer:-** Attack=7, Defence=5, Movement=1, Health=10, Can attack any troop within 2 square radius.

4). **Horseman:-** Attack=7, Defence=5, Movement=2, Health=10

5). **Canons:-** Attack=15, Defence=5, Movement=1, Health=10, Can attack any troop within 2 square radius.

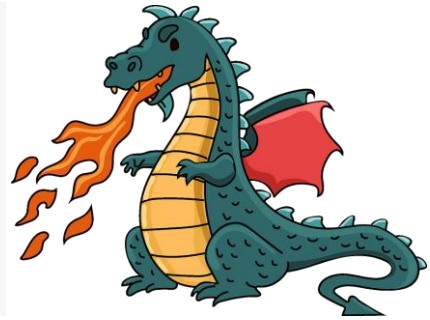
6). **Ships:-** Attack=10, Defence=5, Movement=1, Health=10, Can move/carry any troop in ocean or river.

SPECIAL CHARACTER

7). **Super Dragon:-** Attack=15, Defence=12(Can only be attacked by Archers/Canons) , Movement=2(Air Movement), Health=50



Canon



Super Dragon

GAMEPLAY

One of the clans starts first, a default small building called their empire and a Warrior is provided at start to all clans.

Also some default money will be provided to all clans to start their quest. In one turn any troop can move only once and the map opens up wherever the player moves. After each turn the player is awarded some money(say +3) which depends on their empire level and grows as their empire expands. Any troop can be created once in each turn by the money, the price is shown as (Attacker-3, Defender-5, Archer-9, Horseman-7, Canons-20, Ships-25.)

Special Character cannot be bought with the money, It will be provided by only when the empire reaches a certain level (say level 10).

Empire can be levelled up by either by attacking opponents troop or by exploring more and more map.

Capturing a clan can be done by killing all the troops of that clan and also destroying the empire building (Empire building health=100).



Ship



Horseman

Combat Rules

Attack:-

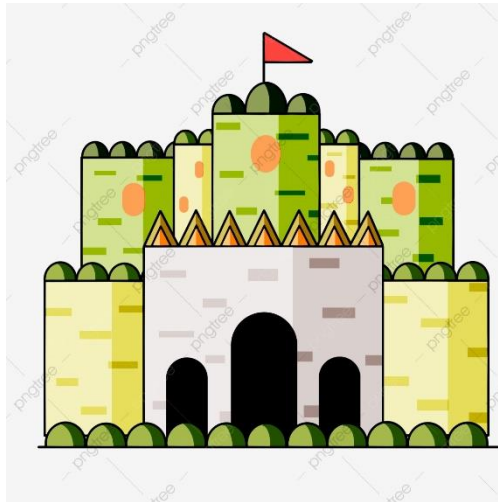
Except Archers, Canons and Super Dragon, Attack can only be done if the opponent is exactly on the next tile. In case of Archers, Canons and Super Dragon the opponent can be till next 2nd tile.

When the health of the player ≤ 0 the player vanishes from the board, hence dies.

In one turn attack can be done only once per troop.

Defence:-

There is no form of proper defence available. Only thing player can do is create new troops in each turn to block the path of opponent in reaching the empire building or can attack in retaliation.



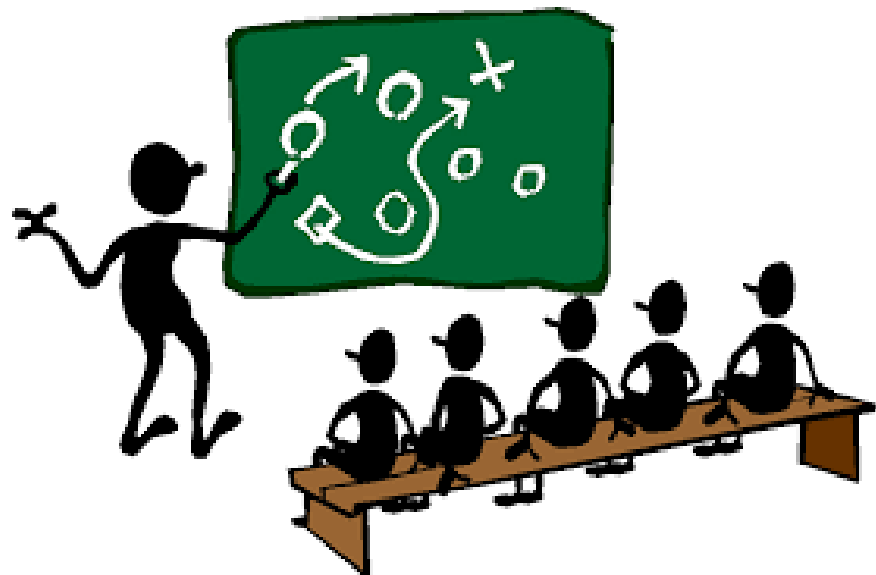
Empire Building

Luck Vs Skill

Luck plays a major role in the game as it highly depends on where you start the game. If your clan is on an island then you need to wait for some time to earn money to build ships to explore new map, hence you are at an disadvantage at the start of the game but as you makes ships and explore the map then you are back in the game as ships have high attack hence easy to destroy other clans.

On the other hand if your clan has land on all 4 sides you can explore the map very quickly with attackers and horseman and level up quickly , but later in the game you need to collect money to build ships to attack empire building of the clans on the island.

It all depends on the way you play the game, make decisions about buying right troop at right time, Afterall it's a strategy game.



The game can last from minutes to hours depending on how all the players are playing. It is a perfect Blend of combat and strategy.

Extra possibilities that can be added later

- New character called healer, which can heal surrounding troops
- New maps modes
- Specific speciality to each tribe ,
So it also becomes the decision of the player to select which tribe.

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