GMTK Jam.

Theme is Dual Purpose.

As in each action you can do has a dual or more effect.

Idea was to create a turn based 4X style game.

Idea:

You’re a democratically elected president of a country. You need to attack, defend areas in order to get the most resources. Only issue is that you need to manage the whims of the voting public while doing so you will continue to get elected.

There are 3 types of the voting public:

Warhawks: They respond to attack, expansion, war at all costs

Peaceniks: They like defence, science and assorted

Unwashed Masses: They vary as to what they like. Different events push the masses to join the two opposite ends of the spectrum.

Each turn you have an option to add point to military number, science, entertainment or defence number. Each number affects the two ends of spectrum and general trend impacts on Unwashed Masses.

Start off with a single city.

**Combat:**

Dice Rolls

Single soldier unit – 1 Dice

APC – 2 Dice

Tank – 3 Dice

Mech – 4 Dice

Chemical Weapons – 5 Dice

Nukes – 6 Dice

If your value is greater than that of opponent you win.

Defender gets an advantage in that they get an additional dice roll? Confirm if that works.