## **Character Types**

After playing a considerable amount of Advance Wars 2, I have an understanding with what kind of units we are going to develop.

It is incredibly important we decide how big maps are as it will then effect the balance of AoE attacks.

There are two types of attacks:

## Direct (Melee, Swords, Lance)

Units that can attack directly in front of them. This can potentially create risks to that unit as it is in a vulnerable state. Trading blows can be often common.

Map Advantage: Open Fields

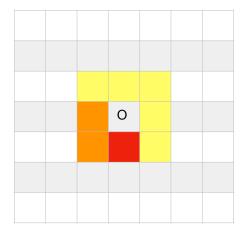
I have colour coded red to be the "sweet spot" and orange to be the "weaker hit" and yellow to be the weakest. Think of Marth in Smash Bros if you will.

Perhaps it is possible to upgrade these hitboxes and range to all be strong hit, or something. However, thinking about the cost, and how powerful these moves will become takes SERIOUS consideration.

Axe: High HP unit, able to take lots of hits, but has less APs, thus can't move as much as other units.

HP: 22

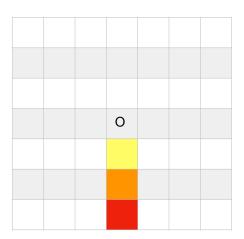
Attack: Red 5, Orange 3, Yellow 2



Lance: (Nimble, Has good amount of AP to move further.)

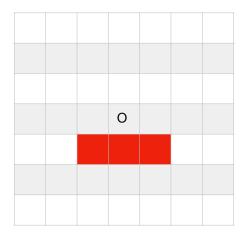
HP: 12

Attack: Red 4, Orange 2, Yellow 1



Sword: (All around good stats, Does good consistent damage, Moves less then of Lance but more HP)
HP: 15

Attack: Red 4



## Indirects (Mages, Bow users)

These units should be relatively weak defensively, but have the advantage of attacking at a safe distance. Keeping your unit alive while being able to chip away the enemy's health is crucial, thus balancing such units can be difficult.

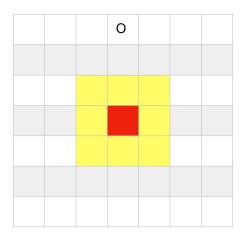
They can only cast their spells once per turn.

Map Advantage: Blockades, Mountains, Structures from the target and the shooter

Magic User (Water Affinity):

HP: 8

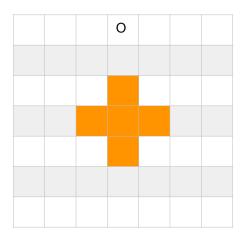
Attack: Red 5, Yellow 1



Magic User (Fire Affinity): Consistent Damage

HP: 8

Attack: Orange 3



Bow User: (Benji gave the idea of having the bow reaching the furthest, but can only hit a single target) It might be good to consider how much damage it can do, because it can be really OP.

HP: 7

Attack: Orange 2

