

Brandon Coffey

Grid Wars

Rules:

Win Condition

- Destroy the enemy commander (not all units need to be destroyed).

Lose Condition

- Player commander is destroyed (not all units need to be destroyed).

Player Actions

- Select individual units.
- Move a unit in a pre-specified movement pattern (unit-based).
- Attack enemy unit. Also uses pre-specified attack pattern.
- End turn.

Goals

- The player must focus on the commander rather than the entire enemy army to win, though fighting the enemy army will likely be required.
- The grid layout and terrain will be procedurally generated, so the player will have to consider what is around them and use it to their advantage.
- Water / Land tiles will require different types of units. There will only be 2–3-unit types.

User Inputs

- Left click to select units.
- Visuals will appear to show movement options and attack options.
- There will be UI for other elements of gameplay.
- During the enemy turn, the player cannot select any units, but can view info on them by hovering.

Theme

- The game is heavily inspired by Into the Breach, Planetary Annihilation, and wargroove.

Additional Mechanics

- Implementing Water terrain
- Add a second layer of the grid, in the air. This will be 'space', where units can shoot at enemies directly below them, but cannot be shot down from the ground.

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Start with Commander

- Large movement
- Single attack
- Punches enemies backwards
- You lose when it dies

Build Buildings

- Source of energy
- Can be destroyed in one shot
- Two buildings next to an empty square can build a unit

Unit Examples

- Soldier (Shoots two tiles in front of itself)
- Tank (Shoots four tiles in front of itself, Then moves forward)
- Lobber (Shoots 3 tiles ahead and damages all near tiles)

Move and attack enemy

Take out commander to win

Chess-like movement

Terrain based units

- Land
- Water
- Space

Natural terrain barriers