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.

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 an 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