Turn Based Game Prototype with AI

Rules:

**Win Condition**

* Ex. All enemies defeated, survive for X number of turns, collect X number of items, etc.

**Lose Condition**

* Ex. Time runs out, all units destroyed, health reaches 0, enemy reaches location, etc.

**Player Actions**

* Ex. Move avatar, Play card, Shuffle, etc.

**Goals**

* What strategies can the player pursue to increase their chances of winning?
* Ex. Getting the powerup before it disappears, defeating enemies to level up, getting to a specific location for a terrain advantage, etc.

**User Inputs**

* Ex. Space skips turn, Left Mouse Click plays the card under cursor, Escape pauses, etc.
* Consider… your inputs will change depending on what ‘State’ we are in in the game (during Enemy Turn, in a menu, moving character, selection action…etc.)

**Theme**

* What our game is about, what are we doing, narratively, where are we, and who are we
* *Ex. Riding our Bike, Mining for Gold, Defending Planet Earth, Wielding the Sword of Destiny, Surfing social media, Space Raccoons Salvaging Junk Planets… etc. Literally anything.*

**Additional Mechanics**

* Keep your scope in mind, and remember to keep things simple