**Tactics Prototype**

**Game info:**

**Title:** Undecided

**Platform:** Windows/Linux

**Players:** 1-2

**Graphics style:** 2D top down

**Genre:** Tactical RPG/Action

**Collaborators:** BrokenTwin, Alphastrudle

**Deadline:** Aug. 8, 2019

**Engine:** Godot 3.1

**Summary:**

Create a tactical game demo, using the Godot 3.1 Game engine over the course of 100 days. We will present this demo at the PEI Developer’s Meetup on August 8, 2019.

**Possible themes:**

Mech

Tank

Fantasy

**Demo:**

Tasks:

* Create level
  + 1 grid map
  + Obstacles
  + Starting positions
* Create objects
  + Parent unit
    - Selected with mouse
    - A\* Pathing
  + 3 unit types
  + AI
  + Camera
    - Follows player mouse
    - Follows current unit moving
  + Turn queue
  + Controls
    - Mouse snapping to grid with cursor
* Create Menu
  + Start Demo
  + Options
    - Controls
  + Exit
* Gameplay
  + Grid map
  + Turn based combat
  + Phases(both players)
    - Move phase
    - Declare actions phase
    - Action Phase
  + First to eliminate all enemies
* Units
  + Basic unit as parent class
  + Actions
    - Move
    - Attack
    - Defend
    - End Turn
  + Ranged
    - Can kite power units
  + Speed
    - Higher movement
    - Prevent escape
  + Power
    - Strong, but slow