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| Chaos Wars Inc. |
| Hexagonal - TBS |
| An old turn based board game made digital. |

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| trent butcher  8-19-2024 |

**Objective**

Create a game based on the principles of frogger. Ideally this should be at least a little unique and not a one-to-one copy of the original game.

**Scope**

This section is intended to describe the expectations of the game. This includes but is not limited to the core mechanics, general game flow, UI elements and more.

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| Tractability ID | Description | Source | Confirmation Parameters |  |
| 001 | At least one player must be able to play the game. | Self | One player is playable in game. |  |
| 002 | The game must have a discernable win condition. | Self | Getting to the top position of the map locks in a player life in position. |  |
| 003 | The game map should be bottom to top | Self | The player starts at the bottom and must travel up to the top win positions. |  |
| 004 | Obstacles exist that will result in a lose condition | Self | There may be moving logs/lily pad that allow player to walk over water. Cars kill the player. |  |
| 005 | Movement should be discrete, resulting in a cooldown each movement. | Self | Each time a directional key will result in one movement unit. Holding keys doesn’t move the player. |  |

**Audience**

This section attempts to establish the expected player base. While this is simply a game that attempts to help the developer learn how to use the Godot Engine. That being said, the player base is at least one individual player that can play.

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