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CMSI 3801 Project Pitch

My project is called AutoBattlerUnity (name is a work in progress). This will be a game in Unity following the Auto Battler Genre which have inspirations from games such as Auto Chess and Team Fight Tactics. The game will be a prototype NOT a finished product. The game premise is at the start of each game you are able to get units and place them on a board. They will battle for you and grow as you get more units. The game ends when your health reaches 0 which happens when all your units die multiple times. Each stage will consist of enemies that will progressively get harder as the player reaches a new stage. The player at the beginning will be able to choose a starting character and then be able to buy other units with currency to be able to defeat the coming levels.

- C# Scripts that will need to be implemented
 - Game Manager system
 - will track the overall stats and object in the game such as :
 - Currency
 - Timers
 - Current Level / Stage
 - Hexplacement
 - System of list and arrays to track what units a player has and where each character is
 - Unit Synergies
 - Some Units will have extra abilities depending on what's on the board so a C# script will have to not only check when those synergies are active but also when those synergies are active the script has to make sure the effects are applied.
 - Units
 - C# script will have to keep track of what each character does and their stats. Each script will also say what actions each unit can take. For example: If we have a barbarian unit we need the script to tell the game that this unit can only hit units that are 1 tile away from it (melee range) while maybe another unit like an archer can hit 3-4 tiles away.
 - Movement

- C# script that will tell units how they are able to move. Will have to create a way to tell units what space to move to and what spaces to prioritize.
- Menu
 - C# script that will be used for the menu. Will be used to tell the game to pause, restart, quit, and have a pop up to remind the player how to play.
- Gray box
 - The game will for the most part be gray boxed to reduce the amount of time needed to visuals will be kept to a minimum. If assets are found that are easy to incorporate then those will be used. Visuals will also still have enough information to tell the player what is going on.