

Turn-based Strategy Role-Playing Game

Option 1: Civ-esque game

Create a game in JavaFX where you control a number of characters to battle enemies on a 2D grid map.

- (1) Have human player alternate with an AI player taking turns
- (2) After player made attack/defense/move decisions about all his characters, the computer AI will move all the enemies accordingly.
- (3) Each character has different attack power, health, move distance, and more levels will open to the player when the player defeats the previous level.
- (4) The game is over when one of the armies has no more characters.

Option 2: Risk-like game

Create a JavaFX implementation of a board game like Risk that works similarly as above.

Potential Wow Factors

- (1) Networked multiplayer
- (2) Theming of sprites/map
- (3) Custom maps

Milestones

Week 1: Basic UI view, human-controlled characters, ability to take turns

Week 2: Full map, AI player

Week 3: Wow factor