Version: 1.1

Team Overrun

Overrun

Game Developers: Frank Cortez, Josh Marden, Soukha Phimpasouk

Graphics Artist: Marcus Andrews

Music Composer: Josh Ryan

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GENRE

Tactics, Turn-Based Strategy

SYSTEM REQUIREMENTS

This will be a PC-based game. The Player will interact with the game world by using the mouse to select units and click where the unit can move or attack.

GAME MECHANICS

Goal

Overrun is a turn-based strategy game where the player alternates turns with a horde of enemy units, each side vying for the elimination of the other. The game is won when the player has captured all enemy spawn points in the current level. Conversely, the game is lost when the player has lost all their units and has been "overrun" by the enemy horde.

Game Play

The player must overcome the limitations of movement and attack ranges for various units under their control. Every turn, more enemy units emerge from spawn tiles scattered across the level. The player can combine movement and attack actions to tilt the scales in their favor. Units controllable by the player also have unique abilities that can be used in combination with other player-controlled units to overcome the enemy horde.

Unit movement is based on the number of tiles each can traverse in one action turn. Some paths will be blocked or impeded by obstacles, which the player will have to wisely navigate around. Each unit will have an attack or supporting move where the range is dependent on the unit's position and the specific move. The movement action may have to be forfeited by the player to complete certain special attacks.

The player can choose to move their units behind obstacles for a cover bonus, out of the enemy units' line of fire.

Enemy units are continuously spawned in from various spawn locations around the level map. If the player does not neutralize these spawn locations in time, they risk the chance of letting too many enemies into the world, thus sealing their own doom. Spawn tiles can be captured by player-controlled units after a certain number of turns to shut down the spawning process.

Friendly units that have reached the brink of death can be revived by standing another friendly unit on the downed unit's body for a number of turns, the same manner in which a spawn tile is captured.

Game Mechanics

All unit attacks have a hit chance multiplier based on the target's amount of cover. The hit chance of a unit will be lowered if the unit is out of the "line of fire." Depending on whether the unit is behind full or half cover, the hit chance multiplier is decreased more or less. This feature will be implemented through ray casts that will detect if an obstacle is in the way. Obstacles will be tagged as "half cover" or "full cover" to enhance the granularity of the multiplier calculation.

A tile grid will constitute the game world for each level. Obstacles will be placed in various locations, rendering the tiles beneath them impassable. In this way, certain paths must be traversed by both the player-controlled units and the AI-controlled units. There will not be one single AI player to control the enemy horde, but each enemy unit will determine its next move independent of any other enemy unit. We will use Unity's built-in AI library to create the decision trees supporting the enemy unit movement and attack actions.

Unit movement and attack range will be based on a radius of tiles. The maximum radius of selectable tiles will depend upon the attributes of each unit type. Heavy units will have smaller movement range radiuses, thus seeming to move slower. They will make up for this by packing a bigger punch in firepower.

Players capture a spawn tile by standing on the tile for 3 turns. This feature will be implemented by including a health counter within the spawn tile object. Each turn, the health counter is decremented until it reaches zero, rendering the spawn tile neutralized.

GAME STORY

Frank, Josh, and Souk are carpooling to CSUSB. Upon exiting the parking lot, they notice an Alien Invasion by way of Quantum Entanglement Teleportation Technology. The three CSUSB students take it upon themselves to rid the school of these aliens and save the day through their special talents.

CHARACTERS

Overview:
- *Frank the Tank*
    - Major: Military Science and Hoplology
    - Fighting in the line Front line
    - Weapons Expert
    - "Attack/Warrior" Class
- *Josh the Posh*
    - Major: Quantum Physics and Robotics
    - Well Dressed
    - Fights with Science
    - "Wizard" Class
- *Souk the Kook*
    - Major: Undecided
    - Has your back because he lags behind
    - Heals using crazy pills and to boost Unit attributes
    - "Sniper and Support" Class

CHARACTER ABILITIES: FRANK

On Person:
1. Melee: Lightsaber
2. Plasma-Blast Shield and Uzi-like Submachine blaster
3. Assault Rifle Type Weapon
4. Shotgun: Frontal Cone
5. Flame Thrower: Frontal-Cone damage [Move Cost]
6. Bazooka: AoE DMG on impact [Move Cost]

7. Proximity mine: AoE DMG when triggered

CHARACTER ABILITIES: JOSH

On Person:
1. Melee: Lightsaber
2. Pistol: Phaser
3. Tricorder to Control Quantum Robot
4. Repair Quantum Robot

Quantum Robot:
1. Plasma Shield Area
2. Raise Earth (row of tiles)
3. Teleport: Swap Place with Friendly Unit
4. Turret/Sentry Mode:
   a. Chain-Lightning/Electrocute
   b. Telekinetic push Enemy Units
5. Ball Mode: Move more spaces with added defense

CHARACTER ABILITIES: SOUK

On Person:
1. Melee: Lightsaber
2. Pistol: Phaser
3. Controls Spotter-Reconnaissance Drone
4. Sniper Rifle:
5. Healing Sniper Shot: Heals Friendly Unit
6. Sedative Sniper Shot: Increases Unit AIM/Hit Chance
7. Stimulants Sniper Shot: Increase Unit move distance
8. Steroid Sniper Shot: Reduce damage taken

Spotter-Reconnaissance Drone:
1. Smoke Grenade: Lower Unit Hit Chance in smoke
2. Calculates 100% HC shot, even behind cover. Move Cost

ENEMIES

REGULAR ENEMIES

Mind-Controlled Student:
- Melee-only attacks (adjacent tiles)
- Mid-ranged, average movement distance
- *Special:* Alert Alien Invaders of player unit presence (location beacon)

Alien Scout:
- Phaser guns (long range shots)
- Long-ranged movement distance
- *Special:* Stealth or Sneak mode (invisible to player for number of turns)

Alien Invader:
- Lobs explosive charges overhead, clearing any cover effects
- Short-ranged movement distance
- *Special:* Can restore a player-captured Spawn Point to spawn enemies again

BOSS

A classic end-of-level boss that gives the player a challenge to beat the final level in the current chapter of the story.

Tentacle Smash that raises or lowers random tiles for cover
Spawns Tentacles that shoot lazers
Tentacle Wrap/Squeeze Unit: Needs to be interrupted to free trapped Units
Fatal Eye Beam: Needs two turns to cast and can be interrupted with melee attacks

USER INTERFACE

The player's main source of interaction with the game is through clickable tile overlays that describe, through color patterns, what tiles the player is allowed to move to or attack on. By selecting enemy units, the player could also observe the movement and attack ranges available to the enemy units on their next turn.

When a unit is selected, the camera will zoom in closer to that area of the game map so that the player can get a better view..

Health bars and other unit stats would be displayed over selected enemy and player units.

MONETIZATION

Overrun will be free to play.

FUTURE PLANS

Characters gain new special abilities as the player progresses through the levels. Each new special ability will allow for the player to utilize new-found strategies to their advantage to solve more complex levels. As such, levels will increase in difficulty and player will have to evolve their strategies.

A special survival challenge would be challenging and fun for the player to contest for a high score. There could also be a global high score for various awards and such for players to compete for a world leaderboard.

Allowing the character to play as either the Alien Invaders or Team Coyote would bring a renewed interest in the game. Players would want to see what it would be like from the Alien point of view.

INSPIRATION & EXAMPLES

XCOM Enemy Unknown is the primary inspiration.
Advance Wars inspired the spawn point capture mechanics.
Final Fantasy Tactics inspired the look and combination attacks between units.
ShadowRun inspired having supporting drone units.

ART ASSET LIST

This is an initial concept of a player-controlled unit: Frank the Tank.