Dagv 2024 Spring Semester game project idea

My idea for a game project is to make a tactic turn based strategy game like advance wars.

\*Note anything that is described with could is not a core goal and is an idea that could be added if development goes well.

General Concepts

Map/Terrain, movement, unit types/combat, other turn actions, UI, and other.

Map/Terrain

Maps will be grid based with different terrain types that affect unit movement and provide defensive bonuses based on unit type. Terrain types will be reusable pieces that will allow for quick map creation. Some terrain types could be added that will be properties that will resupply and repair player units if left on at the end of previous turns. It could be possible to make a map editor to allow users to make their own scenarios.

Movement

Movement will be turned based with each unit being able to take actions moving and attacking once per each turn. All units will require fuel to travel. Units without fuel can't move. Different Unit types will have different disadvantages traversing different terrain types. A weather system could be added as well to act as modifiers for movement rules and could change randomly between turns.

Unit types/combat

Games will start will both teams having a set number of units deployed at the start of each game. If development goes well, a different type of game where units are deployed from properties owned by a player’s side by using money could be made as well. Unit types will be based on a triangle combat system where one type of unit is strong against one, but weaker to another. The types will be categorized as infantry, vehicle, and air. All attacks will require ammo, with a secondary weapon that is weaker, but has less power to act as a backup. Part of unit advantages and disadvantages will be that some units can’t attack other types with their main weapon. Units will be able attack to each other when next to one another. A unit type that can only attack indirectly at range on the condition it doesn't move and has no secondary attack will be added as well. A support unit will be added that is incapable of attacking but is able to repair and resupply other units will also be added. Units that directly attack neighboring units will be counterattacked in response. All attack damage will be determined by unit health, type advantage or disadvantage, and terrain conditions. A game will end when one side eliminates all the other’s units, achieving victory.

Other turn actions

Players will be able to look around the map when not managing units and will be able decide when their turn is over regardless of whether they have units to move or not. If a unit is selected, more information will become available to be seen by the player such as fuel or ammo.

UI

UI will be simple, with units all displaying their health values when idle, and if already moved during turn will darken to show their action for the turn has already been decided. Necessary menus will appear when things like unit selection happen.

Other

The game will be playable player vs player on the same device and could be vs computer as well. A save match in progress could be added as well to make leaving and returning to the game possible.