

# Game Design Document

## General idea

The game is a tactical battle between the characters controlled by the two players. At the start of the game, characters will be chosen according to a budget and positioned on the play area. The first player has access to more expensive characters, which essentially are strong heroes with multiple abilities. The second player will have access to a larger number of less expensive characters. At each start of a turn, the current player receives a fixed number of action points that they can spend on characters, to move them around the play area or use abilities.

## Play area

The battle will take place on a grid of square tiles. The initial placement of the characters is done in constrained zones. Tiles can eventually have different attributes that could provide bonus effects for specific types of characters. All characters will occupy a single tile. A single tile is considered adjacent to all 8 surrounding tiles, for movement and action purposes.

## Game concepts

### Asymmetry

Play style is different whether you are the first player or the second. For example, the second player should not be afraid to sacrifice his characters, whereas the first player should care about the few ones he has.

### Flanking

Positioning is important around a character. Allies beside each other provides an advantage, as do allies surrounding a common target.

### Abilities

Characters will have unique abilities, such as ranged attacks, attacks targeting a large area, or teleportation. Those will cost action points so you have to manage a ratio of expensive and inexpensive actions. Using a few abilities will also be hidden from the other player, such that not all information is available to the other player.

## Characters

The characters' attributes are vague right now but part of the testing will involve balancing them so that all of them can be useful.

### **Warrior**

Cost: High

Health: High

Strong melee attack

Shield barrier

**Mage**

Cost: High

Health: Low

Teleport ability

Magic missile

**Archer**

Cost: High

Health: Medium

Strong ranged attack

Trap laying ability

**Healer**

Cost: High

Health: High

Weak melee attack

Healing ability

**Cube**

Cost: Low

Health: Low

Average melee attack

Weak melee attack which makes it regain health if successful

**Flying**

Cost: Low

Health: Very Low

Weak ranged attack

Flying ability

**Goblin**

Cost: Very Low

Health: Low

Weak melee attack

Sprint ability

**Heavy**

Cost: Medium

Health: High

Attack that targets multiple adjacent tiles (can damage allies)

**Blue**

Cost: Low

Health: Low

Weak melee attack

Becomes immune for one turn to the last ability that targeted it