Gameplay Programming I – Plumbers vs Rabbits Rulebook

# Story

The plumbers were living happily in their kingdom, until the rabbits invaded from another universe, and wish to cause havoc in the new world for them. The plumbers and rabbits fight for territory and the opposing ideals of order versus chaos.

# Gameplay

* You can either control the Rabbit team, or the Plumber team. You will fight the team you did not choose.
* The teams mostly play the same, but each one has a unique power that the other does not.
* Each team will have two units to use at the start. You lose if both your units health drops to zero and win by making the other team lose both its units.
* The game is turn based, and the plumbers always go first.
* To reduce the other team’s health, you must attack the units. Your unit must be on top of an enemy (i.e. rabbit on plumber, and vice versa) in order to attack.

# Abilities

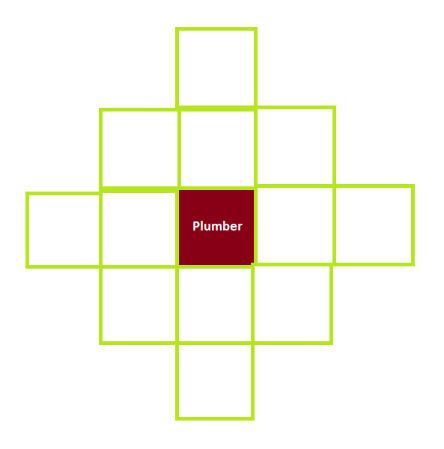
## Both

* All characters can use three actions on their turn.
* Actions are either shielding or an ability.
* Can only move once per turn, relating to the character’s speed. (Moving counts as an ability)
* Each can melee attack, which can go up in damage by using extra actions, with the max of three actions used to increase the damage.
* One action can be used to heal some health to that character.
* All characters can shield, cancelling damage out. They decide how strong the shield is by using up the other actions. (Shield 1 is 1 action and blocks 33% of damage, Shield 2 costs 2 actions and allows you to block 66% damage, Shield 3 costs 3 actions and allows you to block 100% of the damage.)

## Rabbit

* The rabbit’s unique ability is to ‘jump’ three spaces in any direction. However, they are unable to turn mid-air. They are not restricted on when they can do this.

## Plumbers

* The plumber’s unique ability is to attack anywhere that is two spaces or less away from them, though the damage is halved. If they do this on their turn, they will be unable to standard attack. Likewise, if they standard attack beforehand, this option becomes unavailable.  
  

Example of Plumber’s ability range.