Train Project

# Basics

## Gameplay

The map

The gameplay is based upon a map (level) in which a train has to find the exit or complete certain objectives to advance to the next one. The map is an 8x8 grid which active or inactive tiles. Inactive tiles are not shown and can’t have most objects on them, while active tiles are identified by squares in a checkers pattern.

The Train

The train is the main character in the game. It has a specified numbers of turns per level, and it will move forward every time the turn count reaches 0 (zero). It has a determined number of hit points and can be damaged.

Turns

The gameplay is taken in turns. On the player turn, he can use whatever tools are available in his hand to manipulate the grid. On the world turn, every map object with a turn count may attempt to do an action, for example move. Every time a map object reaches 0 (zero) on its turn count, it’s the world turn.

Item Objects

The player can use items during the player turn to manipulate objects in the grid. The goal for the player is to use those items in a way that you can clear your objectives in the level.

The Almighty Hand

The almighty hand is an “invisible” item used to move objects around. It costs no turns. You can only move floating objects. Its icon is not shown on the Item Bar

The Unwavering Hammer

The unwavering hammer is used to attach tracks and other objects to a tile or to detach them and keep them floating so you can move them with your hand. It can also be used to smash certain objects. Each use costs 1 turn. You need one use to attach a track, and another one to detach it, so moving tracks costs 2 turns effectively. Using the hammer on the train reduces its hit points by one, and prevents it from decreasing its turns for 1 turn.

The Rightful Wrench

The rightful wrench rotates any kind of track, always clockwise. Each use costs 1 turn. It can be used to change directions of multiple path tracks.

The Hand of Time

The hand of time is used to skip one turn of a turn-based object. Each use costs 1 turn, so the affected object has its turn count decreased by two. If the turn count of the affected object is 1, it just skips the turn.

Rocky Boulder

Rocky boulders will always fall down after a determined numbers of turns. If the rocky boulder collides with the train, you get a train wreck and the game is over. Rocky boulders may have other kinds of interactions with other objects.

Gem

Gems are the currency in train world. You can trade gems for train armor and other parts, more item uses and other kinds of gimmicks. Gems appear randomly on active tiles and to collect them the train must be in the same tile. They are also map object which have turns, and when their turn count reach 0 (zero), they disappear. Different colored gems yield different amounts of currency.

Tracks

Trains can only run on tracks. In case the train has to move and the next tile is not a track (or it’s an invalid one), the train will wreck, ending the game in failure.

Floating Items

Floating items can be picked up or moved with the almighty hand. They can be identified by a distinct glow. And some floating items can be power-ups. Gems are not considered floating items, and must be picked up with the train.

Treasure Chests

Treasure chests can be cracked opened with the unwavering hammer. They may contain gems or other items. Note that gems found this way are automatically added and don’t need to be picked up. You need at least 3 uses of the hammer to crack open a chest.

The Train Stop, The Cave Portal and other exits

Some map objects are identified as exits, and to let the train reach them when all objectives are completed you’re able to win and advance to the next level.

## Game Mechanics

Levels

At the beginning of each level, after seeing the level design, the player will select a number of items from an inventory. The items will be unlocked as the game progresses, and each level has its own recommended items. The recommended items will be highlighted and pre-selected, but the player can deselect them and select whatever he wants. Then, the level is loaded and the game begins. As said before, gameplay is taken in turns, and each action reduces the turn count of all objects in screen by 1.

Hit Points

The initial train has 3 hit points. If all are depleted because of damage, the train is wrecked and it’s game over. Some examples of things that can one-shot the train are:

* Rocky Boulders in their initial state
* The lack of a track to run over
* The train collision with a hard or exploding object

The train can restore its hit points through some items.

Level Goals

Some maps have pre-determined exits. The others can only be completed by fulfilling all requirements. Some of these requirements may be:

* Collecting items along the way
* Allowing cargo trains to join your train
* Destroying things
* Racing other trains
* Surviving for a predetermined number of turns

Item Uses

Some items can be used indefinitely. Others may have a cool down, requiring turns to be activated. If there’s a situation where the player cannot use any of his items, the turn is skipped automatically. Some power-ups may allow items to be used indiscriminately.

## Items

Hammer



### Interactions:

### **Train**

The hammer hits the train for 1 hit point damage. Hitting the train also prevents the train from decreasing its turn for 1 turn.

### **Track**

Hitting a track in the ground makes it float, allowing the player to move it around. Hitting the track again on top of an allowed spot makes it stick into the ground again. Each interaction costs 1 turn.

### **Wooden Goal Post**

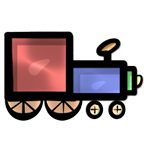
Hitting a wooden goal post has no effects other than a distinct sound. Still costs 1 turn.

### **Bomb**

Hitting a bomb with the hammer causes it to explode instantaneously Costs 1 turn.

## Map Objects

Train\_2T



It’s a regular train. Moves on a specified direction.

Hit Points: 3

Turns: 2

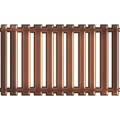
## Map Tiles

Grass



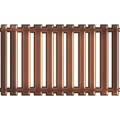
## Tracks

Horizontal Track



This track allows the train to move horizontally (from left to right, or right to left)

Vertical Track



This track allows the train to move vertically (from up to down, or down to up)

L Tracks





These tracks change the train direction based on its current direction

1. From left = Changes direction to down

From up = Changes direction to left

Any other direction is a crash

1. From left = Changes direction to up

From down = Changes direction to left

Any other direction is a crash

1. From down = Changes direction to right

From right = Changes direction to up

Any other direction is a crash

1. From right = Changes direction to down

From up = Changes direction to right

Any other direction is a crash

# Levels

## World 1 – Verdigris

* 1. Tutorial

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| - | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| 0 |  |  |  |  |  |  |  |  |
| 1 |  |  |  |  |  |  |  |  |
| 2 |  |  |  |  |  |  |  |  |
| 3 |  | HT / T | HT |  | EXIT |  |  |  |
| 4 |  |  |  | HT |  |  |  |  |
| 5 |  |  |  |  |  |  |  |  |
| 6 |  |  |  |  |  |  |  |  |
| 7 |  |  |  |  |  |  |  |  |

HT – Horizontal Track

VT – Vertical Track

T – Train

EXIT – Train Stop

**Train Turns:** 2

**Available Items:** The Almight Hand (infinite), The Unwavering Hammer (infinite), The Hand of Time (infinite)

1-2 All that glitters

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| - | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| 0 |  |  |  |  |  |  |  |  |
| 1 |  |  |  |  |  |  |  |  |
| 2 |  |  |  |  | HT |  |  |  |
| 3 |  |  | HT / T | LDT | G | EXIT |  |  |
| 4 |  |  |  | DRT |  | LUT |  |  |
| 5 |  |  |  |  |  |  |  |  |
| 6 |  |  |  |  |  |  |  |  |
| 7 |  |  |  |  |  |  |  |  |

HT – Horizontal Track

LDT – Left-Down Track

DRT – Down-Right Track

LUT – Left-Up Track

G – Gem (Green) (1)

T – Train

EXIT – Train Stop

**Train Turns:** 3

**Available Items:** The Almight Hand (infinite), The Unwavering Hammer (infinite), The Hand of Time (infinite)