**Elements of Strategy in Project Gunpowder**

**Victory Conditions**

* The standard victory conditions will consist of:
  + Defeat All Opponent’s Heroes!
  + Defeat a Key Opponent Hero!
  + Control All The Keeps!
* Other victory conditions may include:
  + Capture a Particular Keep!
  + Rescue Character(s)!
  + Survive For Some Time Against a Powerful Foe!

**Keeps**

* **Primary Tactical Advantage.** Keeps are the primary source of tactical advantage over one’s opponent. Capturing a keep is difficult, but leads to a domino effect where each consecutive keep is easier to capture than the last.
* **Items and Troops.** Keeps provide their tactical advantage by providing items and spawning troops to aid the battle. Both items and troops are generated by the keep over time. These ‘income’ sources are a key element of winning battles.
* **Keeps are Unique.** Every keep spawns items and troops differently, so choosing which keep to target for takeover and which to carefully defend are key decisions which can change based on what strategy the player wants to implement.
* **Mortars and Sniper Towers**. Some keeps contain mortars or sniper towers. Neither may be moved from their position in the keep, but they can be destroyed to prevent an enemy using them if the keep is lost. Both provide the longest-ranged attacks in the game in different ways. The sniper tower attacks one enemy at the time. The mortar is weaker, but splashes to hit clustered enemies.

**Items**

* **Items** generated by keeps **allow certain heroes and troops to perform new actions**. Each unit has a basic attack which does not consume any item.
* Each hero type and each troop type only know how to use certain items.
* Changing where items are generated can keep the same stage interesting.
* Introducing new item types gradually will keep the story mode fresh during the early levels.
* Items are **stockpiled in the keeps that generate them,** but can be used from anywhere**.** If items are left unused in a keep and that keep falls, the items are transferred to the new owner of the keep.
* **Grenades**: Grenades provide a powerful area-of-effect attack. Useful for taking out clusters of weak enemy troops, but ineffective against a smaller number of heavily armored troops.
* **Smoke Bombs**: Create a circular area of smoke which diminishes the line of sight of any hero or troop trying to see into or through.
* **Knives:** Units able to use knives can perform an instant kill if they get close enough. Getting close enough can range from being risky to being a suicide mission though.
* **Medkits:** A unit will be able to heal itself back to max HP. The keeps that generate this item will generate it sparingly, and it will take a few seconds to complete the healing process.
* **Land Mines:** Do these really need an explanation? Friendly-fire disabled.
* **Sandbags**: Units may use these to either fortify keeps or build a barricade anywhere on the map.
* **Tungsten (**[**http://www.bbc.com/news/magazine-28263683**](http://www.bbc.com/news/magazine-28263683)**):** Some units will use this to improve their bullets; others, their armor. Keeps will generate tungsten extremely scarcely, but it is dangerously powerful. If used in bullets it will add armor piercing - raising damage to destructive levels. If used in armor, it will be almost impenetrable, but a knife to the throat will still kill instantly.

**Heroes**

* **Heroes are the most powerful units and are often story-driving characters.**
* Heroes can be left AI controlled like troops, but may also be controlled by the player. The player may control one hero and switch at any time, or may choose to control none, leaving all heroes under AI control.
* No specific heroes have been designed yet.

**Troops**

* **Defined by the weapon they use**, troops appear in large numbers to back up your heroes and are critical for taking keeps from your opponent. The AI of each troop will be customizable to some degree outside of battle. This allows for preparation efforts which can help win those particularly tough encounters.
* **Rifle**: The most well-rounded troop; no outstanding strengths, but also no significant weakness. Uses a wide variety of items so it can be useful as many circumstances as possible. *Can Use: Grenades, Smoke Bombs, Land Mines, Sandbags*
* **Machine Gun**: Compared to the Rifle, Machine Guns have enough health to survive close-range encounters and use their weapons to spray weak, short-range, but high fire-rate bullets into clusters of enemies. *Can Use: Medkits, Tungsten (Armor Version)*
* **Pistol**: This unit has the most powerful single shot of all troops, but it decreases drastically with range. It’s fire-rate is also not as fast as the Rifle’s. At close range, this troop will overpower all the others, but be careful it doesn’t get swarmed. *Can Use: Smoke Bombs, Knives, Tungsten (Bullet Version)*
* **Sniper**: A stealth unit with great power at long range, but a slow rate of fire. It moves slowly to remain invisible to enemy units, but appears for a short time when it fires. It uses its items to protect itself. *Can Use: Smoke Bombs, Knives, Land Mines, Sandbags*
* **Mini-Mortar**: A unit using a mortar to cause great splash damage from a distance. *Can Use: Medkits, Land Mines, Sandbags*
* **Shield**: A unit which walks with a towering shield covering it at all times. This unit will stay in front of others to absorb damage for them while firing back at times with a weaker version of the Pistol. The shield only covers the front, so back attacks are lethal to this unit. *Can Use: Grenades, Medkits*