**-Group 01 Project Proposal-**

Our project goal is to deliver an adventure game experience like that of Into the Breach. Users will be dropped into a hub world where they are able to pick their level, party, and party gear and must complete a set of progressively harder levels until they reach a final boss.

The battlefield has varying dimensions, with enemies spawning in on their half of the map first. Players get to place their pieces on the board by typing the location of where they want the pieces to be, then the enemy will make their first move. The combat type for all pieces is close combat.

During these battles, enemies will target party members, leading to either your party to take damage if threat is not dealt within the turn. The enemy makes a threat against your members and the party gets a turn to react. This can be done by typing where you want the piece to go or attack.

To attack the enemies, the player selects two locations using the grid again. There would be three player classes with different attributes such as the brawler; this class attacks adjacent tiles. There are the same amount of enemies as friendly's with the same class type.

The battle ends when either all the enemies are dead, your party is dead, or the turn timer runs out. Party members die forever if hp drops to zero.

**Class map can be opened from this link:**

[**https://drive.google.com/file/d/1nuz7ADZOINKz1vN0NK\_ixqfuLyQ5YiZy/view?usp=sharing**](https://drive.google.com/file/d/1nuz7ADZOINKz1vN0NK_ixqfuLyQ5YiZy/view?usp=sharing)