

Dauntless Debate

Concept

Dauntless Debate is a round-based, tactical virtual board game, in which you coordinate your debate club, consisting of various debaters with different weaknesses and strength, to convince the opposing team of your viewpoint.

GamePlay

The game starts with both players placing their debaters on their side of the playing field. After that, it is randomly chosen which player gets play first.

A round consists of two parts: Moving and Debating. In the first part, the player can move any of their debaters a certain number of tiles. The movement can also be split between multiple debaters. Then, the debate starts. Each of the players debaters gets to attack, if opposing debaters are within their range. Ranges can vary, depending on the type of the debater. If one of the opposing debaters hits zero hit-points, they are convinced of the viewpoint of your team and changes sides and regains half of their HP.

This concludes one players turn, and the other player gets to play.

Goal

The goal of Dauntless Debate is to have most of the debaters on your side, after a variable amount of rounds, or overtake your opponent complete beforehand.

If the last round is played and the players are tied, another round will be played.

Types of Debaters

The different types determine

1. The effectiveness of attacks against other debaters (Not effective, neutral, very effective)
2. The attack ranges

Look and Feel

- lighthearted, humorous, toon-style.
- simplistic