

CHAMPIONS OF TIGHT AND TRAGIC™

Concept for a turn-based, text-based Strategy game

Theme: Fantasy Battle

In Champions of Tight and Tragic™ you are the general of the combine forces of the human kingdoms fighting the evil demonic forces of hell.

Genre: Turn-based Strategy Game

The player will have three types of units available, placed on the left side of a grid. They must move their forces on the grid and defeat the enemies. The game informs the player where their units are, how many units they have, and the same for the enemy units.

Setting: A broken fantasy world

The game takes place in Trestria, a fantasy world that has been invaded by demonic forces, crippling the human nations.

Style: Strategy, gritty, epic

Although the main focus is the strategy, this also portrays a broken world.

Game Design Document

1. Game Mechanics

a. Core Gameplay

The player will have access to three different types of units, with a random amount of units for each. They will need to input actions for these to move and attack enemy units. The one who loses all their units first, loses.

b. Game Flow

The game plays in turns, every turn one creature can move. Who goes first depends on a d20 roll + their haste statistic. They are then able to input Action Orders, every unit gets one Action Order per turn, and then the turn passes to the next unit in the order.

c. Game Elements

Entities

Units

There are three types of units: Pikemen, Archers & Swordsmen. They all three share statistics, with the exception of Archer who has ranged attacks. These statistics are:

- Attack (Melee attack damage, a min-max range)
- Soak (How much they take away from an incoming attack)
- Haste (Increases their chance of starting early & how far they are able to move)
- HP (How much HP one unit has)
- Amount (How many units there are)
- Priority (A hidden stat that is multiplied by the amount, this allows the enemy AI to prioritize which target they should try to kill first)

The following statistics are unique to the Archers:

- Ranged Attack (Range attack damage, a min-max range)
- Ammo (How many ranged attacks they have)

Pikemen have a decent attack but low soak and HP, although they have quite a high haste. Swordsman have a lower attack but a higher soak and HP, but not too much haste. Archers have very little soak but a high ranged attack and haste.

Whenever a unit attacks, they will randomly get a damage from their attack damage range. Then the unit that is being attacked will take the attacking unit's damage minus the attacked unit's soak value to their HP, if they reach zero HP, one unit in the amount dies. If they reach zero Amount, the unit is deleted. The same logic works for Ranged attack.

Grid

Archers are represented by an 'A', they also have an 'r' to show that they are a ranged unit.

Swordsmen are represented by an 'S'.

Pikemen are represented by an 'P'.

The letter 'X' represents all available tiles the unit can move to.

The symbol '#' represents that you can attack the target in this grid.

To see which unit's turn it is, that unit has a round brackets around it. Example [Ar].

Underneath each unit there is an integer that shows the amount of each unit.

	A	B	C	D	E	F
1	Ar 29					Ar 32 #
2	(P) 20					
3	X	X				
4	X	X				

The Grid is separated by letters and numbers, The letters represent the columns, and the numbers represent the rows. For example B3 would be the second column, but the third row.

This example shows that the unit in A2 is the current selection, and that Pikeman has 20 units. It can move to any cell that has an X in it. Or attack any unit that has a # under their amount.

Information box

Next to the grid, there will be a info box that shows statistics about the unit who's turn it currently is.

If the unit is not an archer, the ranged and ammo info will have a '-'

Unit Name: Pikeman
Attack: xx
Soak: xx
Haste: xx
HP: xx
Amount: 20
Ranged Attack: xx
Ammo: xx

Behaviours

Player Movement

When it is the turn of one of the player's units, they can move to any cell in the grid that is marked with an 'X'. They do this by inputting a command. This command is:

move a

This takes 1 argument, represented in this document by 'a'. 'a' is replaced by the cell letter and number that you wish to move to. Example: *move c4*

AI Movement

When it is the turn of one of the AI's units, they can move to any cell in the grid that is marked with an 'X'. The AI will decide on a location by comparing the player's units priority. It will then move to the available cell that is the closest to the player's unit with the highest priority.

Player attack

When it is the turn of one of the player's units, they can attack any enemy unit in a cell that is within their range (with the exception of Archers who can shoot any enemy creature). The player's unit will then move to the closest cell (unless a specific cell is chosen, see below for details) that is adjacent to the chosen cell, and attack the enemy unit in the chosen cell. The player can do this by inputting a command, the command is:

attack a (b)

This takes 1 argument, represented in this document by 'a' and 1 optional argument, represented here by '(b)'. 'a' is the cell of the unit whom the player wishes to attack. The optional 'b' represents which grid that the player wishes their unit to attack from. Example: *attack b4 c3*

This example would have the player's unit move to c3 to attack the unit in b4.

AI Attack

When it is the turn of one of the AI's units, they can attack any player unit in a cell that is within their range (with the exception of Archers who can shoot any enemy creature). The enemy unit will move to the closest cell that is adjacent to the chosen cell, and attack the enemy unit in the chosen cell. The AI calculates this by seeing if it can attack the player unit with the highest priority, then it attacks that unit. If not, then it will move closer to that unit.

Player Hold

When it is the turn of one of the player's units, they can choose to hold, and therefore skip the turn of the unit without any attacks or movements. The player can do this by inputting a command, the command is:

hold

Player Help

When it is the turn of one of the player's units, they can display all the commands and what they do. The player can do this by inputting a command, the command is:

help

Properties

Units

- Name (String) The name of the unit type.
- DisplaySymbol (char) The symbol that is used to represent this.
- MinAttack (int) holds the minimum amount of damage the unit can do.
- MaxAttack (int) holds the maximum amount of damage the unit can do.
- Soak (int) This is the amount that they take away from an incoming attack.
- HP (int) the amount of lives one unit has.
- Amount (int) how many people this unit has.
- CanRangeAttack (boolean) stores whether or not this unit can attack from a range

- RangeMultiplier (int) how much the MinAttack and MaxAttack is multiplied when shooting ranged
- Ammo (int) how much ammunition the unit has

Grid

- Outline (String[]) an array of lines that contains the string symbols for the grid.
- Rows (int) the number of rows in the grid.
- Column (int) the number of columns in the grid.

2. Story Synopsis

Ten years ago, the first hellgate was opened in the lands of Reydia by a mad mage. Two years later, Reydia was nothing but ruins. Every year, more and more hellgates are opened, and the demons keep coming. Three nations still stand, Denblum, Crithain and Trestria. These three nations have banded together and searched far and wide to find the greatest men and women to lead their armies against the hordes of hell. The Champions stand as the final hope for humanity.