

Overview

In this game, a player takes control of a bee army to fight the opposing wasp army. The player takes turns with the enemy (AI) moving units and attacking enemy units.

Units

Bees (Player Side)

Wasps (Enemy Side)

Each Unit has the following stats:

- Attack
- Defense
- Hit rate
- Max Health

And state:

- Health

Actions

On their turn, the player can move each of their units to another cell. Each unit can move a maximum of 6 regular tiles. Once a unit is moved, the player can choose an opposing unit on an adjacent tile to attack. If they attack, combat is initiated.

Once the player has moved each unit, the turn is passed to the Enemy AI, which performs all the same actions for its own units: moving and attacking if possible.

Combat



During combat, a random number is compared with the attacking unit's *hit rate* to determine if the attack is successful. If it is, the attacker's *Attack* number, minus the target's *Defense*, is subtracted from the target's *Health*. If the target's health drops to 0, the unit is defeated and removed from the game. The attack is shown to the player through an animated sequence and health bar.

If the attack fails, the target unit dodges out of the way, and no damage is dealt.

If all of the player's units are defeated, they lose the game. If the player is able to defeat all enemy units, they win the battle.

Terrain Tiles

There are three types of terrain tiles on the board.

Regular Honey



The basic traversable tile. Takes one step to travel on.

Broken Comb



These tiles take a bit longer to travel through. Traveling on one takes up two steps rather than one.

Solid Comb



Intraversable tiles that cannot be passed on or through.

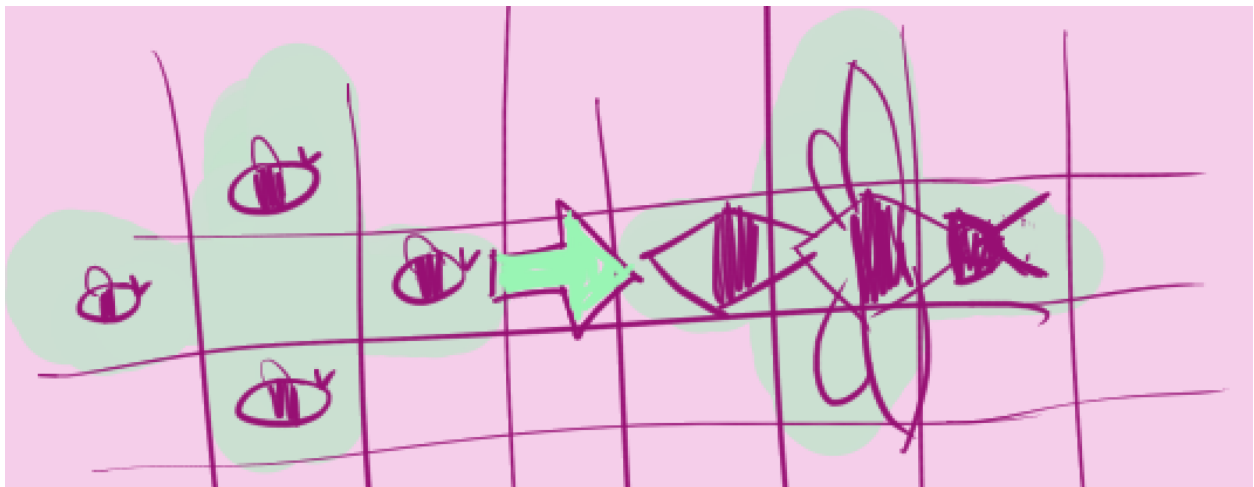
Cut Features

These didn't make it in the final game, but we thought they were pretty cool ideas.

Formations (Swarm)

Certain arrangements of units of each type can give stat boosts to the units involved and/or allow for specific attacks. Each unit type has its own.

Bee Swarm: arrange four bees in a diagonal square to transform into a mecha-bee



Other Units

We originally wanted to have a more diverse set of units