Chess of Spaceships

* 1. Game Introduction

The game is quite similar to chess, as there are two players, and they can move their chess pieces every round. Also, they have a chess board to fight on. However, there are many differences, such as in each round they can move more than once, but there are still restrictions on how many pieces they can move in each round (mostly depending on the types of the battleships, more information below). In addition, the game mechanism is quite different. Instead of “cornering” other chess pieces, the game uses a traditional way of “health points”, as the chess pieces (spaceships) can attack others. There are also armor systems, which means there are more variables in the game.

* 1. Interface Introduction

In the game there should be two sets of interfaces. The initial one that allows the two (or one) players to choose his spaceships and deciding whether to call an AI to be an opponent or not; the later one that actually “contains” the chess game – that is the chess board. The downside is that your opponent can see your whole set of spaceships, but in chess games, this is quite common. The view should be 2-D above, meaning the player(s) can overlook the whole board to get an idea of what to do next.

2.1 Gameplay

The goal of the player(s) is to defeat his opponent (no question about that), and same as the AI. However, there is time left, different game mode will be added, like torpedo only mode.

2.2 Mechanics

2.2.1 Ships

M - Momentum weapons & Anti-momentum (hard) Armor

L - Laser weapons & Anti-Laser (energy) Armor

T – special way of deploying Torpedo ships

E – EMP drive, freezing nearby (10x10) ships for a whole round

He-Hydrogen missile, launched by base, 100% destruction 5X5, 10 rounds/1 launch.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | C(deploy) | C(move) | C(weapon) | Weapon/Arm | Size | Distance |
| Torpedo ships | 100 | 5 | 10 | M Only | 1x1 | 1 |
| Destroyers | 500 | 20 | 50 | M Only | 1x2 | 3 |
| Cruisers | 1000 | 50 | 100 | M/L | 2x4 | 5 |
| Carriers (10 T) | 5000 | 100 | 100 | M/L/T | 2x4 | 5 |
| E-Ships | 5000 | 50 | 100 / 500 (E) | M/L/E | 2x4 | 5/10 |

2.2.2 Weapons and Armor

If momentum weapons (Railgun) shoots at a hard armor, it does 50% damage, but if it shoots at energy armor, it does 100% damage. The same with laser, but the other way round.

2.2.3 Movements

The players move the ships around by pressing the mouse button on the ship first, pressing M, and then choosing a specific place to move to. The player does the KILL

move by pressing A, and then choosing a cube within the attack distance. By activating the missile, the player should click the base, then choosing the target.

2.2.4 Animation

Laser weapons – red line representing beam

Railgun – red circle (with movement) representing the bullet

Missile and EMP – giant circle (red and white)

2.2.5 Economy

The economy uses RP – Resource Points, all players have 10,000 RP at the beginning to deploy Spaceships, while each round gaining 2000 RP to fire weapons/move/deploy ships. Each point saved can be reserved to the next round.

2.2.6 Screen Flow

Selection & preparation panel – to choose the ships to bring and the weapons on the ships.

Chess Board – the place where two players/ players and AI compete with each other.

Score Board – to display win loose rounds RP left, etc.