* A “randomly generated” map made from pre-designed tiles that arrange together in a random fashion <THIS IS THE MAIN CHALLENGE>
* Turn system (play vs AI?) <AI IS ALSO A CHALLENGE>

For this project, I plan on creating a two-player turn and grid-based strategy game. I will take inspiration from well-known board games such as chess and *Risk*, but also from video games like *Fire Emblem* and *Age of Empires*.

The game will be about large-scale medieval warfare. The players will be able to lead multiple types of different units into battle (infantry, cavalry, archers, heavy infantry, etc.), each type with its strengths and weaknesses. The goal of the game will be to either destroy all enemy units or to defeat all enemy lords.

Each player will have three lords, which will be especially powerful units. These lords cannot be purchased like other units, so players will have to be careful if they want to keep them alive.

Every turn, the players will be able to move each one of their units a number of squares and take actions with them. Each type of unit will have an offense score, a defense score, a movement speed.

During the game, both players will have the opportunity to seize important locations and strongholds, which will grant them a tactical advantage in the form of currency. With this currency, the players will be able to purchase new units to place on the map.

The main technical challenges for this project will be:

1. To create some sort of algorithm to generate the map, which will not be completely random but somewhat coherent (so that there can’t be a river completely separating both players and making the game impossible to resolve, for example). Tiles will have to take the type of neighboring tiles into account to determine their own in accordance to predetermined tile-generation rules;
2. To implement a grid system which restricts the units’ movement according to the tile types (water tiles cannot be crossed, mountain tiles stop cavalry units and slow down the other units, forest tiles have a random chance of encountering bandits, etc.) and allows nearby units to interact with one another as well as with their environment (castles, cities, etc.);
3. To implement a step-by-step turn system where the players can purchase new units, then move their units, then attack, defend or take other actions of the sort with them, then place the units they had purchased earlier on the map (this order of actions is subject to change);
4. On the less programming-heavy side of things, to create a rule system that makes the game dynamic and fun to play.