Viking boat GGD

Description:

Viking lite-strategy pixel art game, where you place your boats and Vikings on the boats and then plan them where to go.

Mechanics:

You have 2 phases, the planning phase and the execution phase, in the planning phase you have a list of all your boats and Vikings, in the execution phase your crew fights till the death against the other team. The battle is fully AI based and maybe you will have some control.

Viking mechanics/behavior:

Vikings will fight everything in their path, but they will still try and fight the enemies they will have an advantage over, a Viking will be downed when they lose all there health and have to be stabbed after to fully kill them, some

Viking relations:

Every Viking you get will have a random generated name, this is how you will remember them as most of them will look the same. In the battle your Viking will create relations with other Vikings as they fight and kill together, they will dynamically generate friendships and friend groups, this will result in some Vikings always fighting together and this will have an impact on the way you plan your battles if someone has a really strong bond with another they will even drag each other to safety after one is hurt.

Lore?: