

----The Bit Crew Presents: EXEcute----

Goal:

You are a commander giving orders to a robot with the goal of beating other robots in combat.

How Combat Works:

(We have an in-game tutorial, but that was set up for playtesting with one of us and the player, so this should be better for solo-play instructions)

This is a one-on-one (semi)-auto battler. I say semi because the game takes place in two states: Edit Mode and Play Mode.

Edit Mode:

Each battle starts in an Edit Mode. While in Edit Mode you can place available* actions(left side) into your stack(bottom). You do so by clicking or clicking and dragging the actions from the left side to your stack. After your stack is full, you may press space to enter Play Mode.

*See Action Availability to learn more

Play Mode:

While in Play Mode, you cannot change your stack; however, the actions in your stack will activate in the order you placed them. Once the last action is activated, one cycle has passed. At any time during Play Mode you can press space to queue up Edit Mode.

After each cycle we check if we are supposed to be in Edit Mode or Play Mode if the player queued Edit Mode.

This loop continues until either you or the enemy die. If you die, you retry the level.

If the enemy dies, you gain a new action and go on to fight the next enemy.

Once all four enemies are defeated you win!

Action Availability:

Each Action has a set number of times you can use them called its availability.

If your availability is at zero, you cannot place the action.

Placing an action consumes one action from your availability.

Each Action has a number of cycles required to gain another to its availability.

Some Actions are also EXHAUSTIVE: the action is removed from the stack after a X cycles.

All Actions:

- Strike: Deal 10 Damage
- Heal: Heal 8 Hit Points
- Rust: Apply 3 Rust
 - Rust deals damage at the end of a cycle equal to the amount of rust
 - Rust is reduced by 2 at the end of each cycle.
- Sharpen: Gain 2 Strength
 - Strength increases the damage of Strikes equal to the amount of strength
- Overdrive: Gain 5 Strength and 3 Rust (Exhausts after one cycle)
- Infect: Give the Enemy half your Rust.
- Shield: Gain 10 Shield (Exhausts after two cycles)
 - Shield is temporary hit points that are used before reducing your hitpoints