# Game Design Documentation

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# Scope

1. Five units
2. Two maps
3. Win/loss condition
4. Local multiplayer
5. Unit statistics
6. Destructible objects
7. 2D sprites and animations
8. Unit abilities
9. Player profiles
10. Point system
11. Line of sight system

# Gameplay

The game is a turn based strategy designed for Window Phone. Players’ control multiple units though touch screen interactions, moving and fighting enemy units controlled by an AI or another player.

# Controls

This game relies on touch screen actions to navigate through menus and gameplay.

## Menu Control

Tapping a button in a menu will trigger that button.

## Camera Control

Pinching and zooming the screen will zoom the camera in and out.

## Unit Control

Tapping a unit will select it if it (bringing up the unit’s statistics). If you have selected a unit you control you can then command it to perform an action.

Once you have a unit you control selected you can tap on it a second time, this will bring up the action radius and highlight the tiles he can move too (your colour) and the opposing units it can attack (opposing colour).

After that you can tap on an empty tile within your unit’s action radius will move your unit to that tile. Clicking on an opposing unit within your action radius will trigger the combat menu.

# Player Profiles

The game can store a maximum of 10 profiles which are used for local multiplayer matches. Profiles will store a name and win/lose data.

# Skirmishes

You can play this game against a computer or player opponent. The aim of the skirmishes is to defeat all of your opponent’s units.

Once you have decided whether to play with another player or a computer you can pick your units and their weapons. First off you select a number of points for the skirmish. Every unit and weapon costs points to select and you’ll need to pick and choose which combinations you want within those points.

Maximum points can either be:

75

100

150

# Maps & Map Tiles

The maps are comprised of small tiles each representing a different part of the environment with unique statistics that influence the units occupying them.

Water – Cannot be traversed.

Object – Cannot be traversed.

Cobble – No bonuses

Field – No bonuses.

Forest – Breaks line of sight, can be ignited +20 evade

# Combat & Combat Statistics

Combat can occur between two units adjacent to each other or at a range. To calculate damage we use the following formula.

FRIENDLY ATTACK – ENEMY DEFENCE = DAMAGE

DAMAGE – ENEMY CURRENT HEALTH = ENEMY RESULTING HEALTH

However evade and accuracy also play a role in combat, determining if your unit hits their target to calculate this we use the following formula.

ATTACKING UNIT’S ACCURACY – DEFENDING UNIT’S EVADE = PERCENTAGE CHANCE TO HIT

When a unit’s health is reduced to 0 they are removed from the skirmish.

# Line of Sight

Units must be able to see their target to attack. Line of sight can be blocked by another unit and object or forests. If any of these things are between a unit and its target they can’t attack.

# Objects

Gate – 10 Health  
Can be opened and locked by the controlling player.

Door – 4 Health  
Can be opened and locked by the controlling player.

Crate – 4 Health

# Units & Unit Statistics

## Unit Statistics

Points – Each unit costs points to

Health – determines whether a unit is alive or dead.

Attack – added with weapon damage to determine the combat damage dealt.

Defence – reduces combat damage dealt.

Evade – deducted from an attacking unit’s accuracy to determine high chance

Accuracy – the higher the accuracy of a unit the higher their chance to hit a target

Movement – determines the tiles a unit can move each turn.

## Unit Abilities

Each unit has their own unique ability which can be activated during your turn. After use the ability will be unavailable until it recharges after a certain number of turns.

Each unit also has a weapon preference which increases the damage of the preferred weapon by 2 and the accuracy by 10 when wielded.

## Units

### Bruiser

Points - 10

Ability – Charge (2 turn cool down)

Move an extra 4 tiles in a straight line.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| HP | ATK | DEF | MOV | EVD | ACC | RNG |
| 22 | 10 | 4 | 5 | 2 | 6 | 1 |

### Wizard

Points - 15

Ability – Ignite (3 turn cool down)

Deals 2 damage each turn for 3 turns.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| HP | ATK | DEF | MOV | EVD | ACC | RNG |
| 20 | 8 | 2 | 5 | 3 | 7 | 4 |

### Cleric

Points – 20

Ability – Bless (2 turn cool down)

Heals an adjacent friendly unit for 8 health.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| HP | ATK | DEF | MOV | EVD | ACC | RNG |
| 14 | 6 | 1 | 4 | 5 | 8 | 1 |

### Augur

Points - 25

Ability – Foresight (2 turn cool down)

Protects a friendly unit up to 4 spaces away from one attack until your next turn.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| HP | ATK | DEF | MOV | EVD | ACC | RNG |
| 14 | 9 | 2 | 5 | 2 | 7 | 4 |

### Marksman

Points - 20

Ability – Focus (1 turn cool down)

Allows you to target an enemy unit without a line of sight.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| HP | ATK | DEF | MOV | EVD | ACC | RNG |
| 16 | 10 | 2 | 5 | 4 | 8 | 6 |

Engineer

Juggernaut

Bruiser

Augur

Marksman

Cleric

Wizard