**That one cat Game**

A cat themed turn-based strategy board game aimed at a younger audience or people new to the genre. The goal of the game is to either deplete the enemy’s cat army forces or to destroy their base, aka their cat scratching post.

Each player starts out with 7 units ready to go, already spawned in a set formation around their base. They then take turns to strategically move their army, summon ally cats from a range of classes, attack enemy units and charge the Fat Cat laser pointer.

This is game about a cat war taking place in a living room, with the two rival cats taking their seat on their scratching posts. Cats will have to move around the randomly generated furniture, with the player having the choice of setting up strategic box forts to create choke points.

To help reach our target audience of the younger audience and new players to the genre, we’re limiting the time it takes to have a turn as well as reduce as much resource management as possible.

**Spawning Units**

You can spawn up to 2 units of your choice a turn, this count will include spawning in Box Forts.

There is a cap (currently 10) on the number of units you can have on the field at once, this doesn’t include the Box Forts. You will not be able to spawn in any more units if this cap is reached.

There is also a maximum number of units you can spawn over the entire game (currently 10) this doesn’t include the Box Forts.

Over the total game you will only ever have 17 units in total

You can only ever have 2 Box Forts.

When you spawn in units, they spawn at the castle and you can move them immediately.

**Action Points**

Action Points (currently 8) are used to attack and move units. Each time the player wishes to attack an enemy unit, it uses an Action Point. Action Points are renewed each turn.

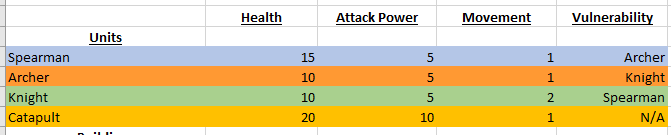
**Movement**

-Units cannot move diagonally, (up, down, left, and right is allowed). and can only move on a grid basis. Units cannot move on Furniture, other units or into enemy Box Forts.

Only Archers can move into your forts and Castle with a limit of 1 in each more below)

-How far the player can move is decided by two factors, the amount of Action Points the player has remaining as well as the Movement Speed the units have.

1 Action Point x Unit Movement Speed = number of tiles the player can move per action point

For example, the Archer unit has 1 Movement Speed, meaning the player can move it 1 tile per Action Point. Whereas, the Knight unit has 2 Movement Speed, meaning the can move it up to 2 tiles per Action Point.

**Units**

**Archer:**

It is the only ranged unit which can attack other units. It is able to shoot up to 2 tiles away from itself. It is the only unit which is able to garrison Box Forts/Player Base. When an Archer is put into a Box Fort/Player Base, it gives the Box Fort/Player Base the capability to retaliate when being attacked as well as being able to attack enemy units within range of the Box Fort/Player Base (the 8 tiles that surround it). The penalty to this is when the Archer is put into the box Fort/Player Base, it is destroyed, as it becomes part of the Box Fort/Player Base and cannot be moved out of the Box Fort/Player Base.

-Can fire up to 2 tiles away from itself. This gives the ability to attack a unit diagonally.

-Vulnerable to the Knight

**Spearman:**

The Spearman has the most health out the 3 main units, meaning it will take 3 hits rather than 2 to knock it out. This could be game changing as it gives the Player the extra opportunity to battle with another unit before dying.

-Extra health.

-Vulnerable to the Archer

**Knight:**

The Knight it is capable to moving twice the distance of any other unit in a single Action Point. Making it the unit of choice when emergency units are needed to navigate the board quickly.

-Can move up to twice the distance of any other unit per Action Point.

-Vulnerable to the Spearman

**Catapult:**

This unit can only attack buildings, which means it is the only unit which cannot retaliate when being attacked, but is still able defend. Even with these drawbacks, the catapult has the most health and is able to deal the most damage to buildings, making these the best unit for taking out the enemy’s Box Forts and Scratching Posts.

-Can only attack buildings, not units.

-Best unit for damaging buildings.

-Can fire up to 2 tiles away from itself.

**Box Fort:**

The Box Fort can be placed anywhere the Player’s half of the board. It can be used to create strategic choke points or even used to boost the health of the Player’s Base.

When under siege by an enemy unit, the Box Fort cannot attack back unless there is an Archer unit has been placed within the Box Fort. Once an Archer is garrisoned within the Box Fort, it is able to attack back when under attack from enemy units. It is also able to attack any enemy units within a 1-tile range of the Box Fort (including diagonally). If an attack of defensive retaliation is successful the damage to the enemy unit is equal to that of the Archer. If an Archer is placed within a Box Fort, it is no longer considered a unit. This means it is permanently in the Box Fort and a unit gets taken off the number of units the Player currently has on the board. When the Box Fort is destroyed, so is the Archer which was inside it.

-Can defend but not deal damage back unless garrisoned by an Archer.

-Can be used to strategically choke areas of the map on the Player’s half of the board.

-If placed next to the Player’s Base, the Box Fort will boost the health of the Player’s Base by 25% and reduces its health by 25%.

**Player Base:**

If lost the Game Ends.

Can only ever have 1 Archer unit placed into it.

All units come from it

**Programmers – Prototype stuff:**

(quite of the tasks crosses over from item to item)

**Movement:**

-Get the unit to move

-Make it so the unit cannot walk on particular tiles: Furniture, other units or enemy Box Forts – Is this do-able for prototype? I imagine this will require path finding so that units don’t just phase through these obstacles.

Get units to move the amount specified in the data sheet

**Units:**

-Unit health ***(look at data sheet to see values)***

-Unit attack power ***(look at data sheet to see values)***

-Unit movement ***(look at data sheet to see values)***

-Catapults can only attack buildings, not units.

-Maximum spawnable units a game ***(look at data sheet to see values)***

**Attack system:**

- “Dice role” duel system

-Unit vulnerabilities ***(look at data sheet to see values)***

**Base aka Scratching Post:**

-Health

-Additional units will spawn from here

**Nice to have:**

-Cannon associated to minigame – **Designers will work on this if it is decided to be added**

**Action Points:**

-Moving units will cost action points ***(look at data sheet to see values)***

-Attacking will cost an action point

-Resets each player turn

**Box Forts: (counts towards max spawns a turn, but not max spawnable units a game)**

-Get them to spawn on to the board

-Player gets to select where the fort gets placed

-Max of two a game

-If placed next to the Player’s Base, boost Base health by 25% and reduce Box Fort’s health by 25%.

-Restrict the spawn area to the Player’s half of the map.

-Allow an Archer unit to be placed in the fort: making the fort able to deal damage when winning an attack from an enemy’s unit.

-When manned by an Archer, the Box Fort should be able to attack any enemy units within its range.

-Archer isn’t counted as a unit, once in a Box Fort and cannot be removed.

**Turn System: (some of this goes hand in hand with UI, just noting)**

-Player’s taking turns

-Turn timer

-End turn button

-Activate and deactivate controls on controllers depending on whose turn it is.

-Maximum spawnable units a turn

-Cap on the number of units the Player can have on the board at once.

**Nice to have:**

-Minigame for the player whose turn it isn’t – **Designers will work on this if it is decided to be added**

**UI:**

-Clear and obvious UI associated to whose turn it is and when it changes over

-Clear turn timer

-End turn button

-Working unit and building health bars, clear but not overpowering would be ideal

-Unit spawn list – preferably with a panel giving the user clear unit data. Such as the health, movement, attack and if it gets added what the unit is vulnerable to. Might be an idea to add an area for couple of sentences describing the unit, I would consult the writer on what to have there.

**Artists – Prototype stuff:**

(As a prototype, there needs to be a discussion on what items are essential for it – might be a case where we have different coloured cat models representing the different units rather than modelling all of the different equipment. If we do this, we need a way to at least identify the different teams from one another.)

**Units:**

-Base Cat model

-Cat rig

*-UV map*

*-Texture*

**Knight:**

- Cat on a Roomba

*-UV map*

*-Texture*

**Archer:**

- Cat Throwing mice - Weapon

*-UV map*

*-Texture*

**Spearman:**

- Cat with Big hat or armour

-Feather stick toy - Weapon

*-UV map*

*-Texture*

**Catapult:**

-Big boi buff cat

-Cat rig

-Giant balls of wool he either punches into buildings or throws at them.

*-UV map*

*-Texture*

**Nice to have:**

-Fat cat for the castle cannon if it actually gets added.

-Laser pointer dot – 2D sprite

*-UV map*

*-Texture*

**Buildings:**

-Scratching Post – Player Base – Programmer art might already be done by Deanna

-Cardboard box for – Box Forts

*-UV map*

*-Texture*

**Environment:**

-Furniture – Programmer art might already be done by Deanna

*-UV map*

*-Texture*

**UI:**

-Icons of the units: Whether it’s a 3D render or an illustration, it needs to communicate what that unit is clearly preferably without any text.