**The Game**

I still need to write a detailed segment of what the game is here.

**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: Mountain, other units or enemy forts – Is this doable for prototype? I imagine this will require path finding so that units don’t just phase through these obstacles.

**Nice to have:**

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)***

**Nice to have:**

-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

**Nice to have:**

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

**Castle:**

-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

**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

**Nice to have:**

-If placed next to the castle, boost castle’s health by 50 points and reduce fort’s health by 25 points.

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

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

**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.

**Nice to have:**

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

-Maximum spawnable units a turn

**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:**

-Cat model

-Cat rig

*-UV map*

*-Texture*

**Knight:**

-Knight hat

-Knight weapon

*-UV map*

*-Texture*

**Archer:**

-Archer hat

-Archer bow

-Archer arrow

*-UV map*

*-Texture*

**Spearman:**

-Spearman hat

-Spearman weapon

*-UV map*

*-Texture*

**Catapult:**

-Catapult – we need to decide what exactly this is actually going be

-Catapult ammo

*-UV map*

*-Texture*

**Nice to have:**

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

**Buildings:**

-Castle

-Fort

*-UV map*

*-Texture*

**Environment:**

-Mountains

-Low ground terrain

*-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 without any text.