

# LAPIN-TURE

## INSTANT SUMMARY :

Summary :

Overview :

Embark on a new quest for real-time strategic domination in a universe where the heroes of each civilization advance in turn-based combat.

Look & Feel :

With realistic photo style.

In a fantastic medieval atmosphere.



Plot and Settings :

In the known universe of Ancient Confrontations, swarms of monsters and animals assault relentlessly and wreak havoc across the lands of this strange and mystical world. The fate of the world is at stake and Heroes from different legendary factions must champion their causes and resources to dominate the world. Each Hero has a forum that evolves over time and generates an area of control.

## User interface

menu interface:

clickable menus, title with different scenarios and game  
campaign load part options exit

strategic view interface

a mini map at the bottom left

control of the different actions at the bottom right the different  
portraits

the hero and the workers exclamation mark when building  
finished troop display available if all workers are busy display  
all workers are busy

combat interface:

the time bar

shield to take less damage

hourglass to play at the end of the turn

double sword for auto combat boot flight from the fight

delivers the magic magic of the hero

single shot sword of the hero f

action symbol faction spell casting

## Development

**Camera :**

the game is in top view.

**Character :**

workers can build and move only in the control area.

the heroes can move in all map ,take control of the neutral building, recruiting troops in the building and launch the fight.

All the characters in the game are animals or mythical monsters (gorgon naga dragon jellyfish etc.) and of course they speak in our language

When any hero walks past a recruiting building for their faction, they collect all available troops.

Different civilizations (Egypt, China, Middle East, Maya, ...) + evolution in the time (from the Middle Ages to our time) Each troop bonus is obtained with the troop upgrade

**Civilisation Macédoine** : Alexandre le nain ():

ants, cockroach, bee, hornet, beetle / golden beetle, centipede / centipede and praying mantis Insect civilization power enlarge its control area by 2% Buzzing power in combat: Stun an opponent for 2 turns.

red ants: every 250 ant units gain +10 attack strength

Bug: Inflicts weakness at 50% chance to target opponent improving ranged damage.

Queen Bee: When a queen bee is killed by an attack, return damage to the target up to 35 per queen bee killed.

Golden Scarab: Earn bonus armor

centipede: hit several targets with improvement

Praying mantis :

**Civilisation Romain** : Jules

**Civilisation Sumer** :

**Civilisation Mongole** :

**Civilisation Egypte** : Toutoukhamon

**Civilisation Japon :** Maître Némohokage 8ième du nom,  
l'éclair rouge de Konoha :  
All kinds of carp and ninja fish rulers.

**Civilisation Brésil :** Michel du Brésil (): prince héritier du Brésil.

### **Controls :**

Keyboard mouse

Shortcuts adapted to commands

## **Walkthrough**

Start the game :

pop in menu :

- Campaign :
  - new campaign
  - Resume campaign
  - Load campaign
  - back
- Scenario :
- custom games :
  - new game
  - Resume
  - Choose game
  - back
- Online games :
  - 1v1
  - 2v2
  - 3v3
  - FFA

- Tutorial
- Settings
- Quit
  
- Tutorial:
  - Learn to move (reach a place)
  - Learn to attack (troops in the area)
  - Learn to build (on the battlefield)
  - Learn to create the units
  - Learn to assign villagers to tasks

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Start avec 1 héros + paysans

Victoire par destruction bâtiment principal

Recrutement unités et héros par mercenariat

Héros lvl up par principe de héros => passifs augmentés + actif en fonction du lvl

Système de récolte type AoE

Création d'unités de base par bâtiments et unités spéciales par mercenariat ( chevreuils karatéka ninja ) prise de point, création puis achat

Possibilité de création de murs => donne position avantageuse

Terrain influe sur la puissance des civs

Potentielle campagne par civ/héros

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