The Theme of our game is **progressive-medieval:**

Units:

|  |  |  |  |
| --- | --- | --- | --- |
| UNITS | Type | Counters | Cost |
| Person-at-Arm | infantry | cavalry | 5 gold |
| Bowperson | range | infantry | 7 gold |
| Knight | cavalry | range | 10 gold |
| Trebucheté | siege | city | 20 gold |

* Archers: range / anti-infantry
* Soldiers: infantry / anti-large
* Cavalry: large / anti-range / charge (init comb)
* Trebucheté: 90kg stone over 300m / AoE

Terrain:

* Plains / Roads: Normal movement, large: Attack+
* Mountains: No movement
* Hills: Normal movement, range: Attack+, all: Defense +
* Forest: Slow movement, large: Defense -, inf+range: Defense +
* Shallow river: Slow movement, all: Defense -
* River: No movement
* Ocean: No movement

POI:

* Cities: recruitment/ 3 gold (homebase)
* Villages: recruitment / 2 gold (4 on map, surrounds cities)
* Mines: 4 gold (1 on map, 1 NPC giant)

Income per turn = city + n\*villages + k\*mine

Game:

Player 1 starts and can move his units.

Every Unit has the possibility to

Move and attack

Attack and move (only cavalry) Move as second step leads to decreased movement range

Move and move (only cavalry) \_\_\_\_,,,,,\_\_\_\_

Attack

Move and wait

Wait

Furthermore the Player can buy as many units as they can afford

Newly bought units have no actions (bool active = false)  
 Two options:

1. The units spawn around the city
2. User can place units at specified maximum distance from the city

Win Condition = enemy ends turn with your own unit on their city

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| type | movement | attack | defense | HP | range |
| Infantry | 4 |  |  |  | 1 |
| Cavalry | 6 |  |  |  | 1 |
| Trebuchete | 4 |  |  |  | 4 |
| Bowperson | 4 |  |  |  | 3 |
|  |  |  |  |  |  |

Map-Size: ca 50 x 30

Damage = attack-defense