**Real Time Chess**

Game Design Document

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# 1.0 Game Overview

Real Time Chess delivers the strategy of chess without the waiting. It adds a real-time action element to the classic strategy game.

## 1.1 Game Concept

The game inherits much of the traditional rules of chess. The action element is implemented by requiring the pieces to defeat opposing pieces in order to move into their space. Both players are playing simultaneously.

## 1.2 Genre

The game is an action-strategy boardgame.

## 1.3 Target Audience

All players of all ages, especially those who enjoy strategy games.

## 1.4 Game Flow Summary

Players select a chess piece and then select a target to fire at. Each piece follows a firing pattern that matches their movement pattern. A piece is removed if it is defeated (loses all of its health/lives). One player wins when the opposing King is defeated.

## 1.5 Look and Feel

TBD

# 2.0 Gameplay and Mechanics

## 2.1 Gameplay

### 2.1.1 Game Progression