

HARDWARE WARFARE

Project by:

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Introduction

- A crazy scientist merged two PCs, but the hardware parts came to life and now want to destroy each other.
- We want to teach the player about how the inside of a PC works.
- Our game is:
 - For **Web Browsers**
 - **Board, Turn-based**
 - **Multiplayer, 2-Players**



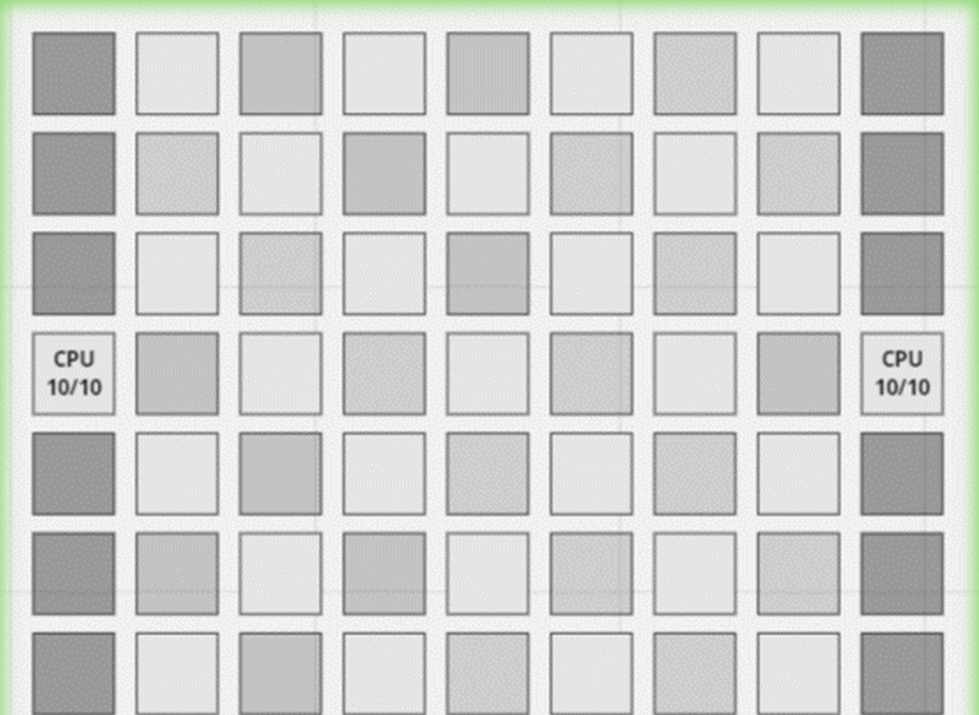
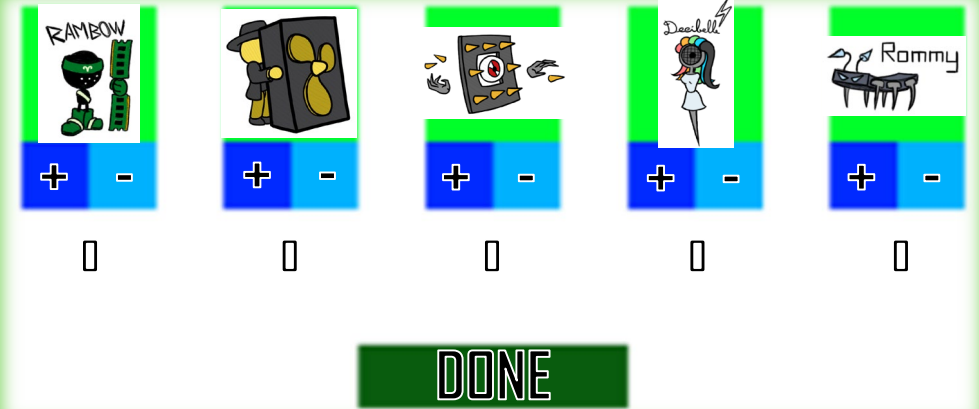
Characters

All characters are based on PC hardware parts:



Rules

1. Goal of the game: Destroy **all enemy characters** or **CPU**.
2. In the **Initial Phase**: Each player has **16 Bits** to buy characters for their team.
3. In the **Board Phase**: Board dimension is **9x7** grid. Each **CPU** has **10 HP**.
4. Turns end after players **place**, **move** or **attack** with a character.
5. Players can only **place** characters in the **darker areas on the sides**.
6. Characters can only **move horizontally** and **vertically**.
7. Players can choose to **attack** an enemy if it's within that character's **Range**.



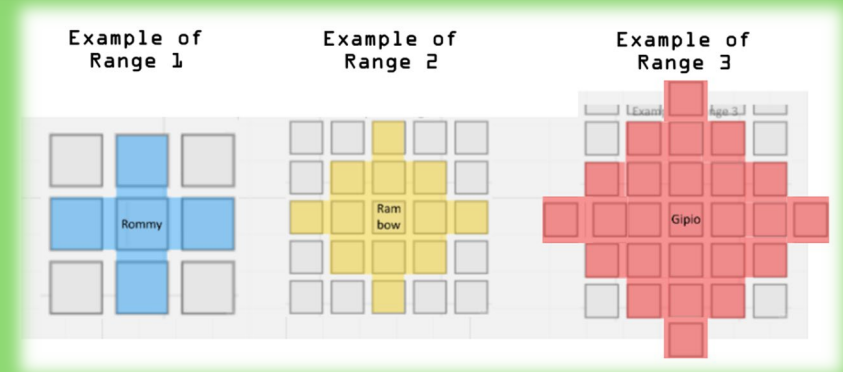
over starts with 16 Bits to buy characters

Character Stats

- **HP** (How much **DMG** it can take before being destroyed)
- **DMG** (By how much it reduces an enemy's **HP** when attacking)
- **SPD** (How many tiles it can move per turn)
- **Range** (From how far away a character can attack another)
- **Target:**
 - **S:** (Single: Attacks 1 enemy within **Range**)
 - **A:** (Area: Attacks all enemies within **Range**)
- **Cost** (How many **Bits** it costs to buy it in the **initial phase**)



STATS	Max HP	DMG	SPD	Range	Target	Cost
Rambow	2	2	2	2	S	3
El Ventito	5	0	1	1	S	3
Gipio	1	1	2	3	S	4
Decibelle	4	2	1	2	A	4
Rommy	2	1	4	1	S	2



El Ventito has a **special ability**: pushing enemies back by **1 tile**.



Thanks for Playing

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