First draft of the game’s description (row bullet points, to be improved and polished) :

I. Main assumptions :

Turn-based mini-strategy game

The game is inspired by Antiyoy (<https://github.com/yiotro/Antiyoy>)

“Easy to understand, hard to master”

This release allows for 2 players (human vs. human) only

Next release will introduce the AI mode

Predefined hex-board to play on

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II Economy :

Each unit consumes predefined amount of gold each turn (turn-cost), eg. Peasant - 2, Knight - 6 and King - 18

Gold can be generated by farms and hex-cells (eg. each farm generates # gold of last farm + 4, each hex-cell generates +1 gold)

The bigger the territory the higher the income, the higher the number of farms the higher the income

Territory can be taken over by the opponent (the flow of gold is decreased by 1)

Owned territory can be cut by the opponent into two / several pieces (then the gold flow is separated / divided for the regions)

If the gold flow is lower than the turn-cost of the units and defence towers - all units are dying

IIa Trees :

Tree is blocking a cash flow from the cell (while grow)

Tree can be cut by the unit only and bring additional 3 units of gold

Cell with tree cannot be built over

Trees are grown randomly (especially at the border of the map)

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IIb Units :

Three types of units: (1) Peasant, Knight, and King or (2) Pikeman, Knight and Cavalry

In the (1) scenario Peasant can be killed by Knight and King, Knight can be killed by King and King can be killed by the other King (who attacked first)

In the (2) scenario Pikeman can be killed by Knight, Knight by Cavalry and Cavalry by Pikeman (triangle of fight / strength)

Units can move by one cell in any direction – (1) not taken by stronger unit + 1 cell, (2) not taken by the tower (unless it is King / Cavalry), (3) cell is available (ie. not disabled / off the game)

Units can be bought at whichever time of the game

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IIc Fortifications :

One type of the fortification (tower which is guarding the closest hex-slots and can be destroyed by knights only)

One type of farm (which generates the predefined amount of gold each turn)... the cost of new farm equals the cost of the last farm plus # units of gold

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III Tactics / rules :

The player who taken over each and every cell in the board is winning the game

The player who has 8 times higher the income then the opponent is winning the game

Collect as many hex-cells as possible at the beginning of the game, pay attention to amount of farms, keep appropriate balance / diversity between farms, cells, towers and units

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IV. TheHexGame team (THG Team) :

Project mentor: Grand Master Piotr Wrona (aka Piotrolot1)

Project contributor (databases and frontend): Lady Weronika Konopka (aka Bere Nika)

Project contributor (backend): Sulfugi Piotr Zebzda (aka SolfugaSoft)

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