Dice-Chess Battle Game

*Design document of a sheet.*

**Game Identity / Mantra:**

The game's a chess style, turn based rpg with abilities dictated by the rolling of dice.

**Design Pillars:**

-Tactical.  
-Randomized.

-RPG.

**Genre / Story / Mechanics Summary:**

The game will feature a series of levels in which the player will be asked to either capture or protect a point or character on a tiled board, using an arrangement of unique pieces with special abilities with an availability dictated by the rolling of dice.

**Characteristics:**

-Turn based tactical combat.

-Capture/Defend the flag mechanics.

-Unique character pieces and abilities.

**Interface:**

-WASD / Touch screen for piece selection.

-Mouse / Touch screen for camera movement.

**Art Style:**

Low Poly Stylized chess pieces and environments, along with customized character specific dice.

**Music / Sound:**

Relaxed EDM that helps the player keep focus and strategize while playing without being distracted.

**Development / Release Roadmap:**

**Platforms:** Steam / iOS. **Audience:** Early teens to adulthood / RPG/Tabletop/Puzzle game enthusiasts.

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| **Milestone 1:** Complete Mechanics - 0/0/00  **Milestone 2:** Complete Boss Fight - 0/0/00  **Milestone 3:** Complete Levels - 0/0/00 | **Milestone 4:** Complete Polishing - 0/0/00  ---- -----------------------  **Release Day:** 0/0/00 |