

Prototype #3

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Sebastian, Mathias and Jonas

Intended experience

- Chess

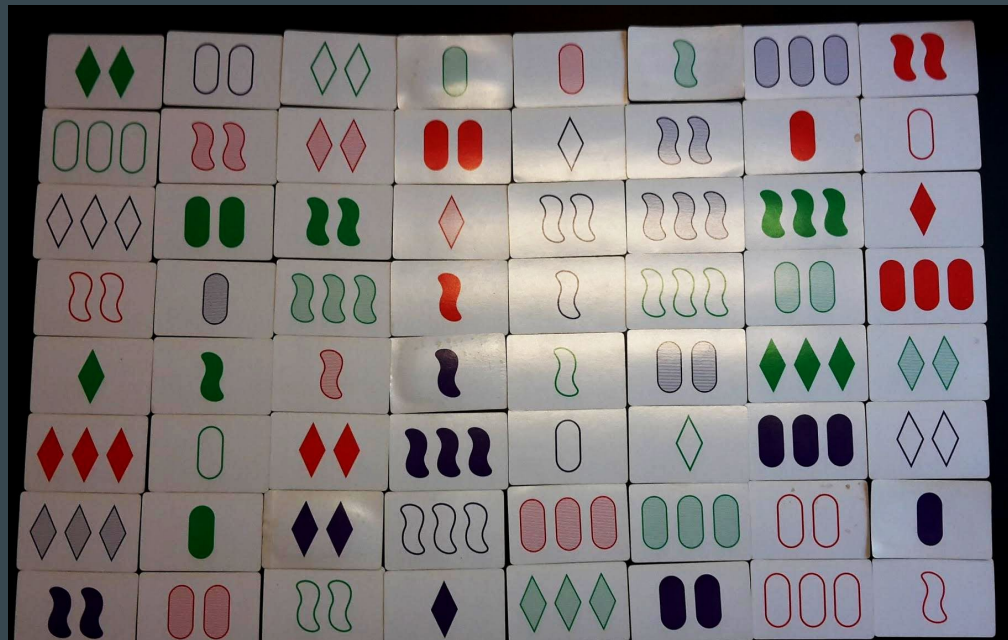
- Competitive
- Highly tactical
- Very old!

- Prototype

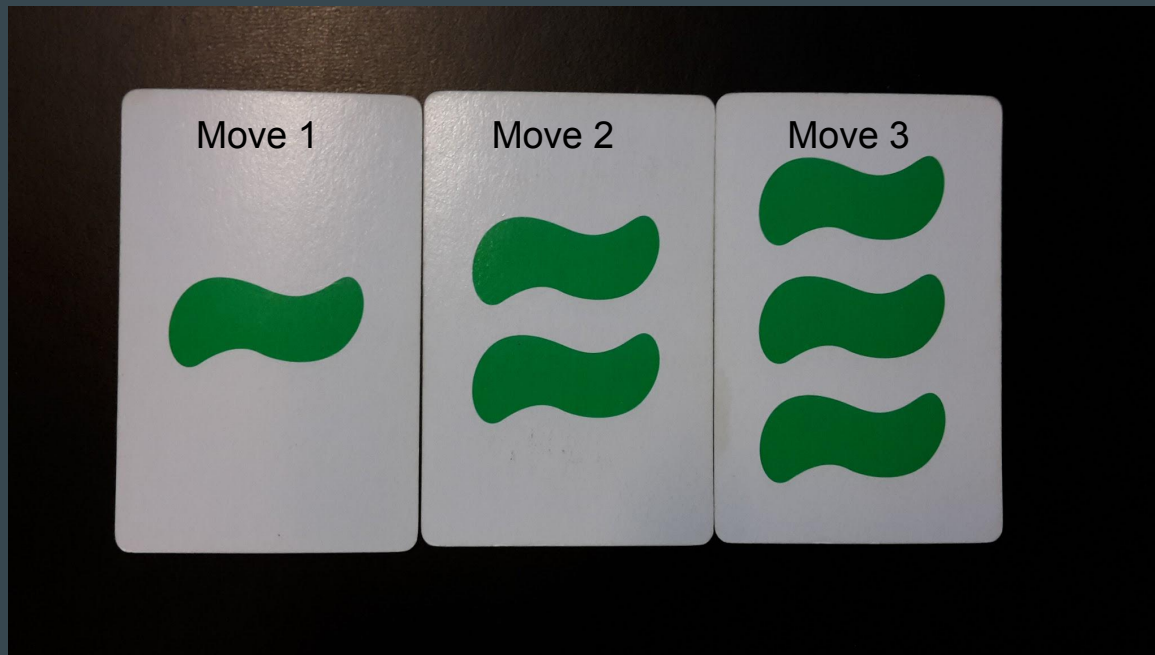
- Random element
- Still highly tactical
- Not very old

Initial change

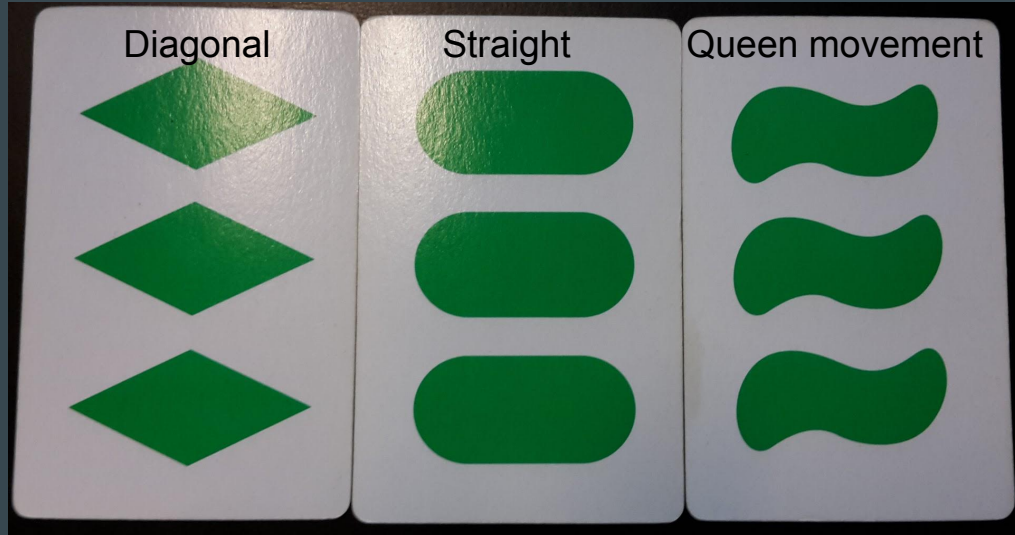
- Movement scheme in board
 - Snowballed
 - Dynamic/random board
 - Still 8x8
 - Starting position as chess
 - LOTS of rules
 - New dynamics
 - Not chess anymore?
 - King still applies



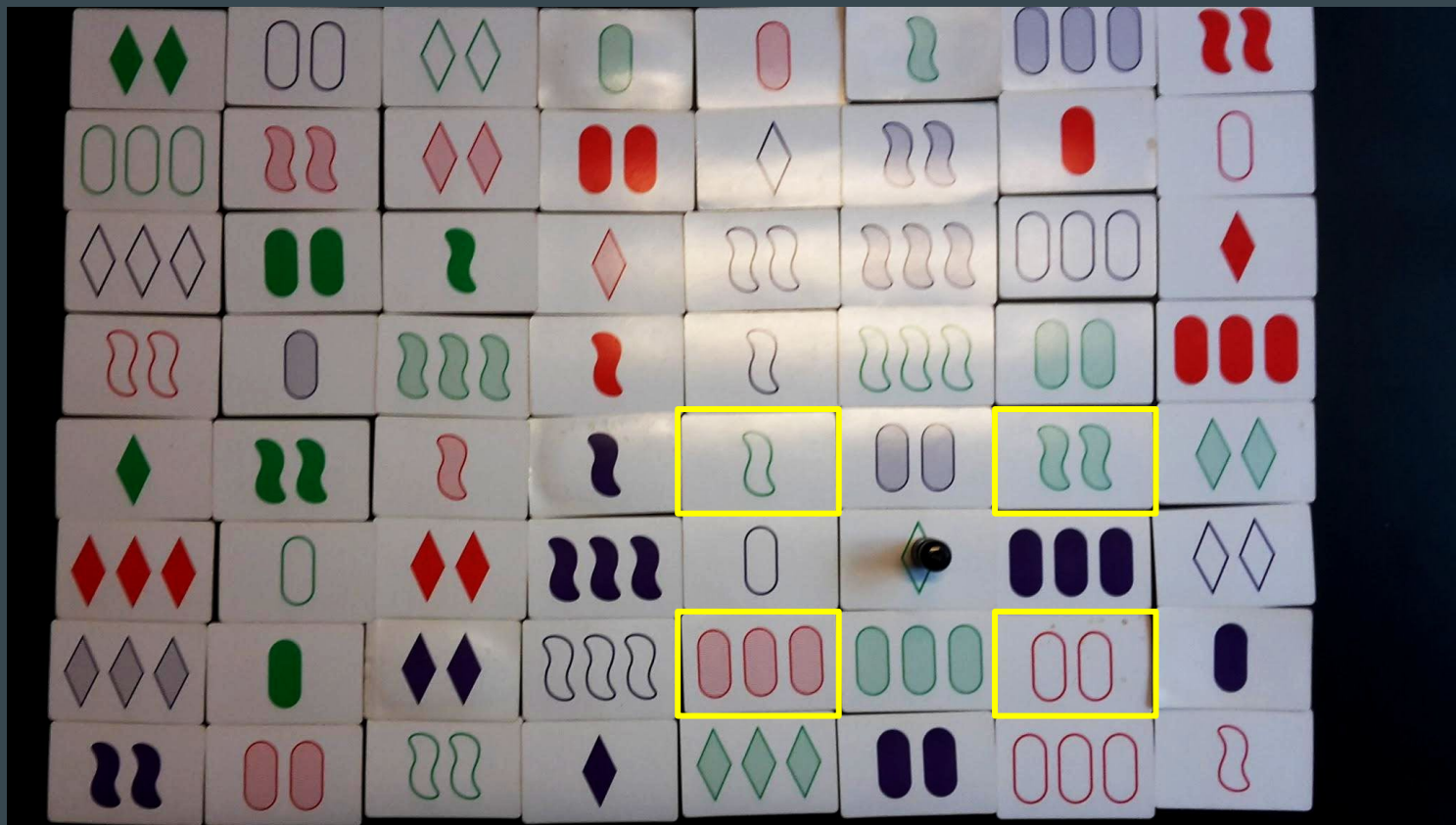
3 different amounts of movement



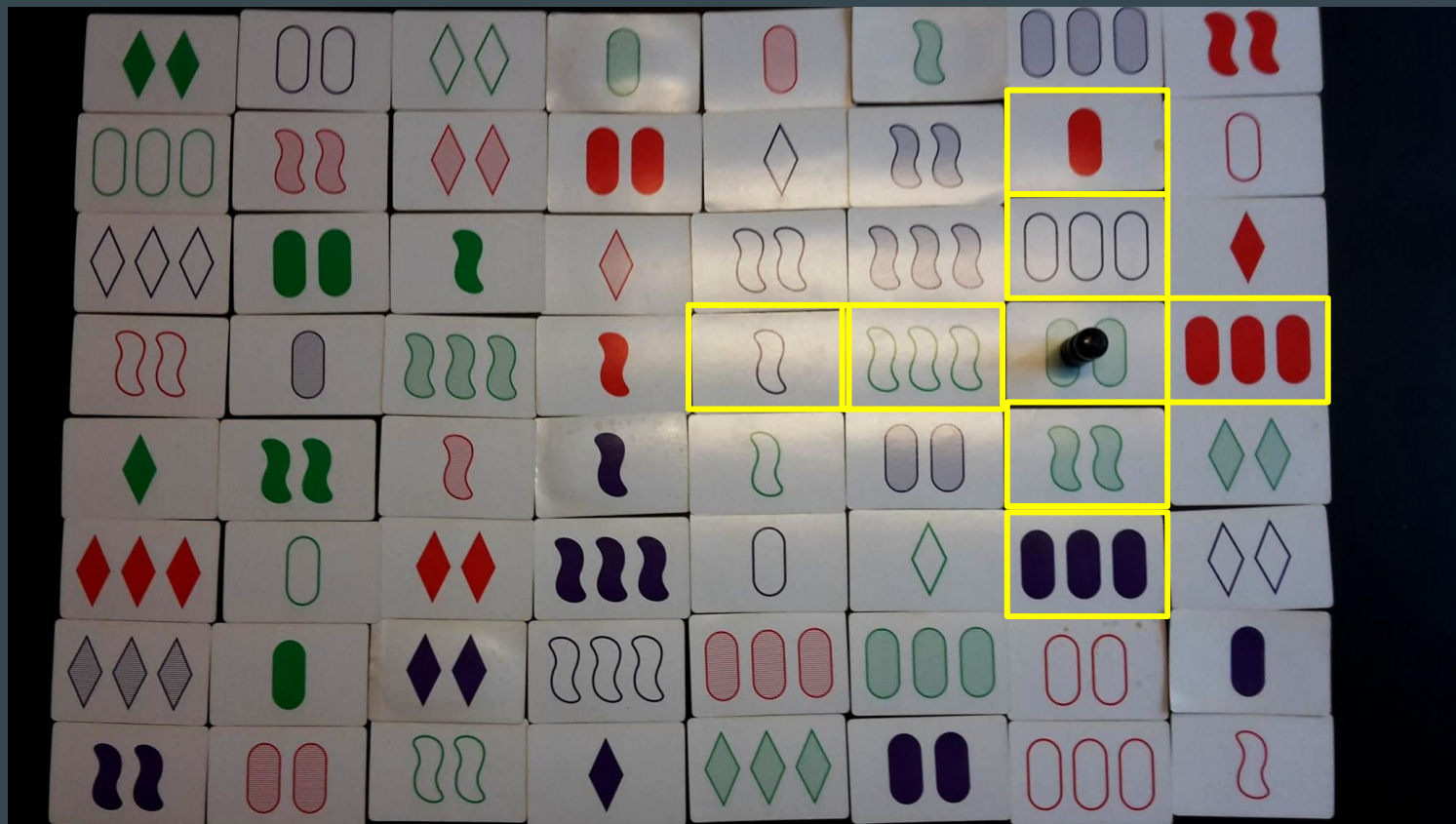
3 different kinds of movement



Example



Example



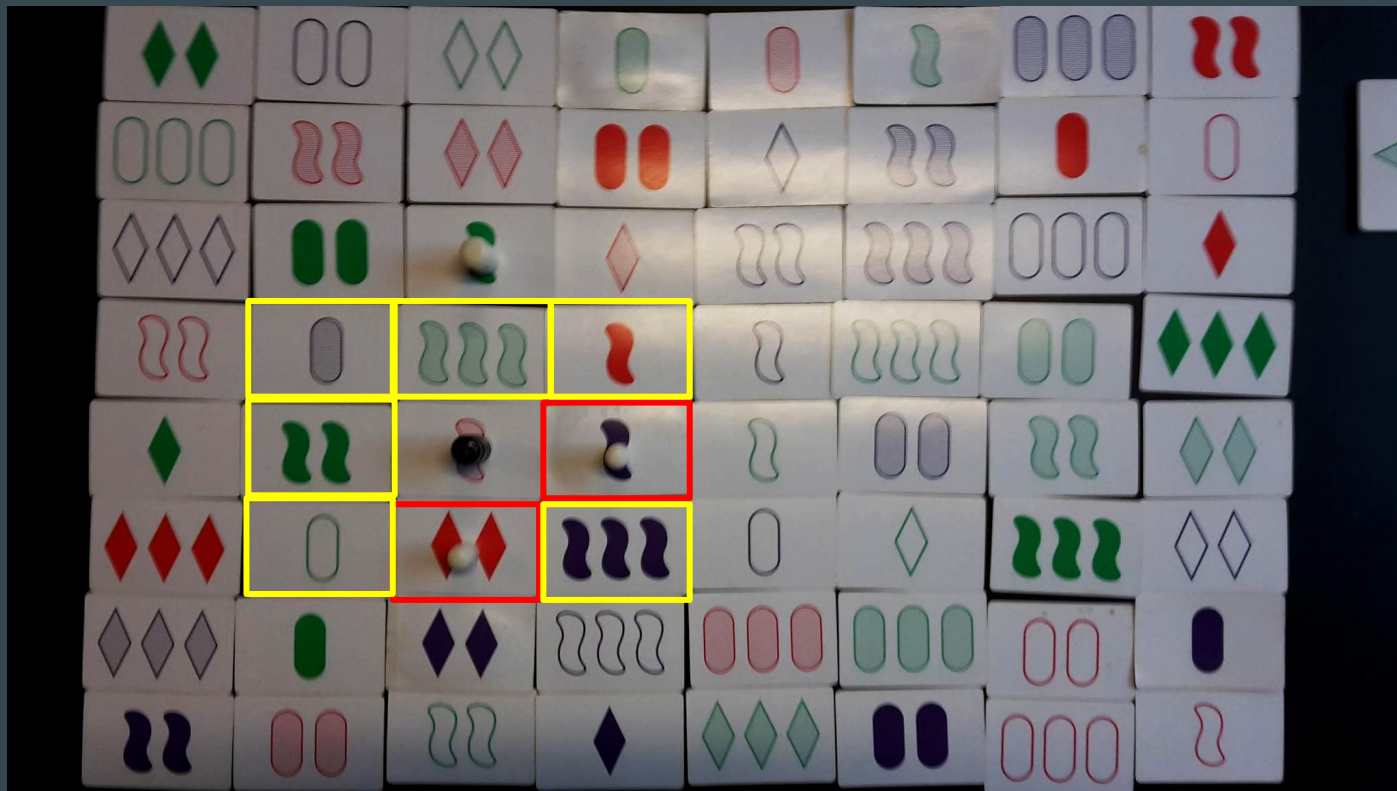
Example



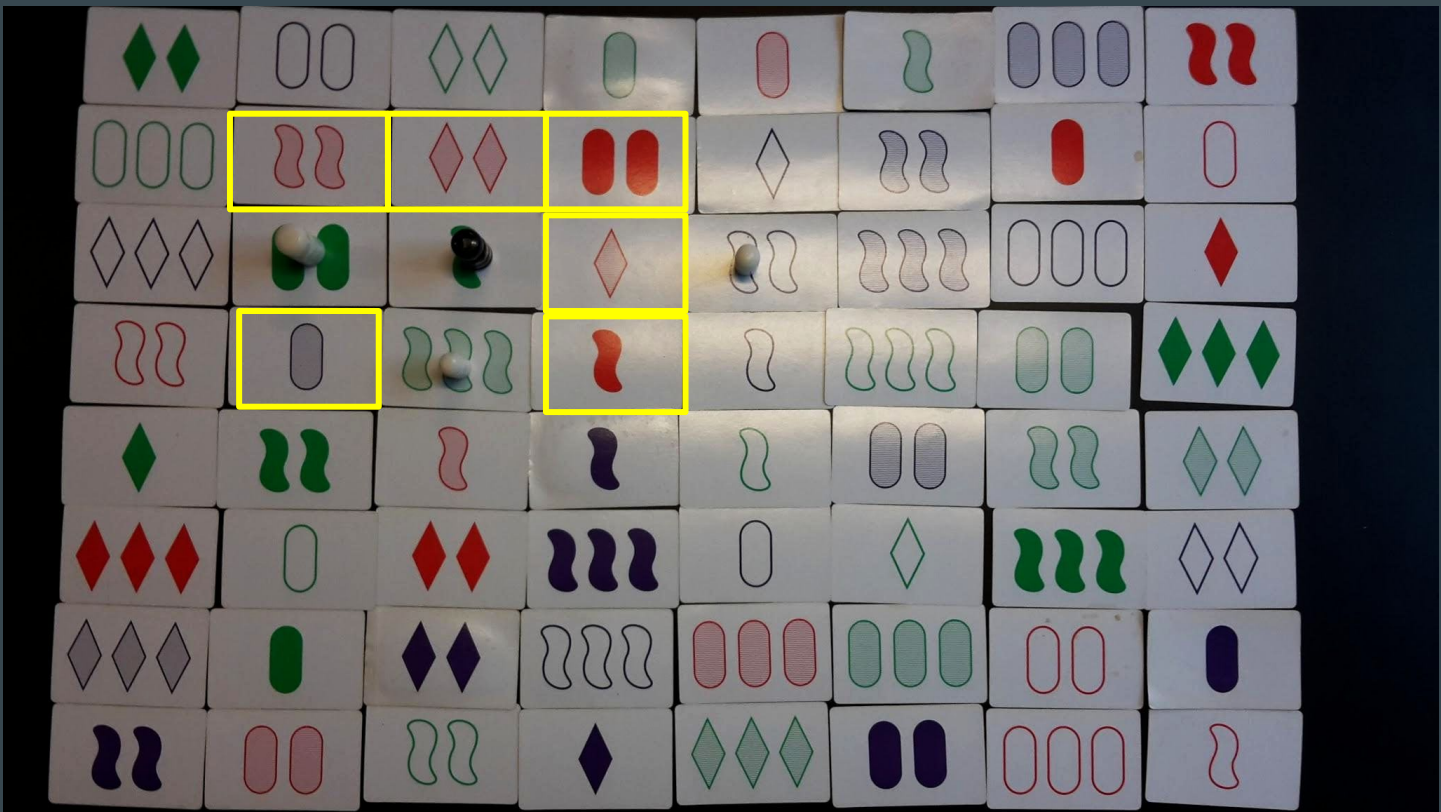
3 different actions of movement



License to kill



NO license to kill

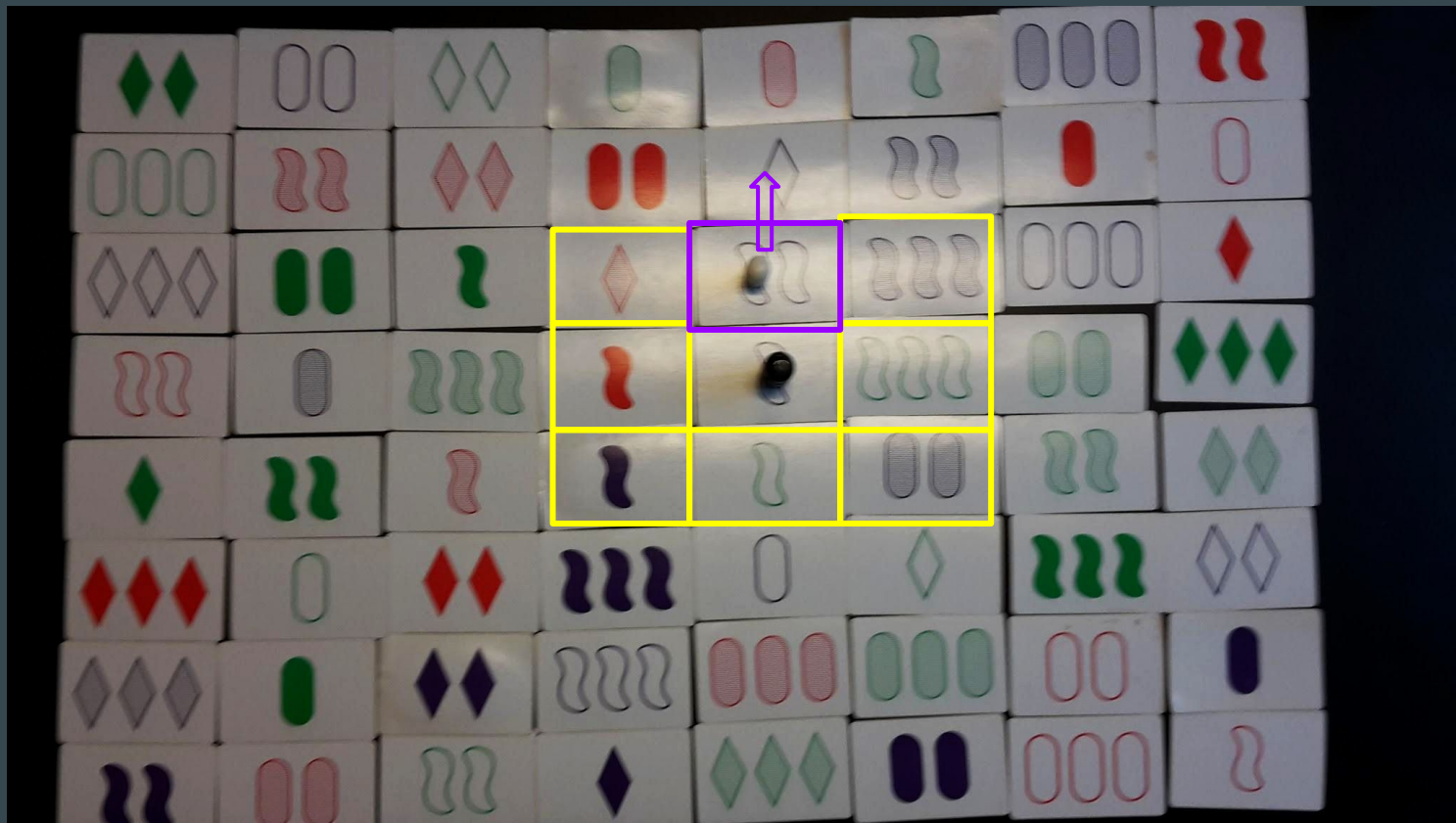


Bounce

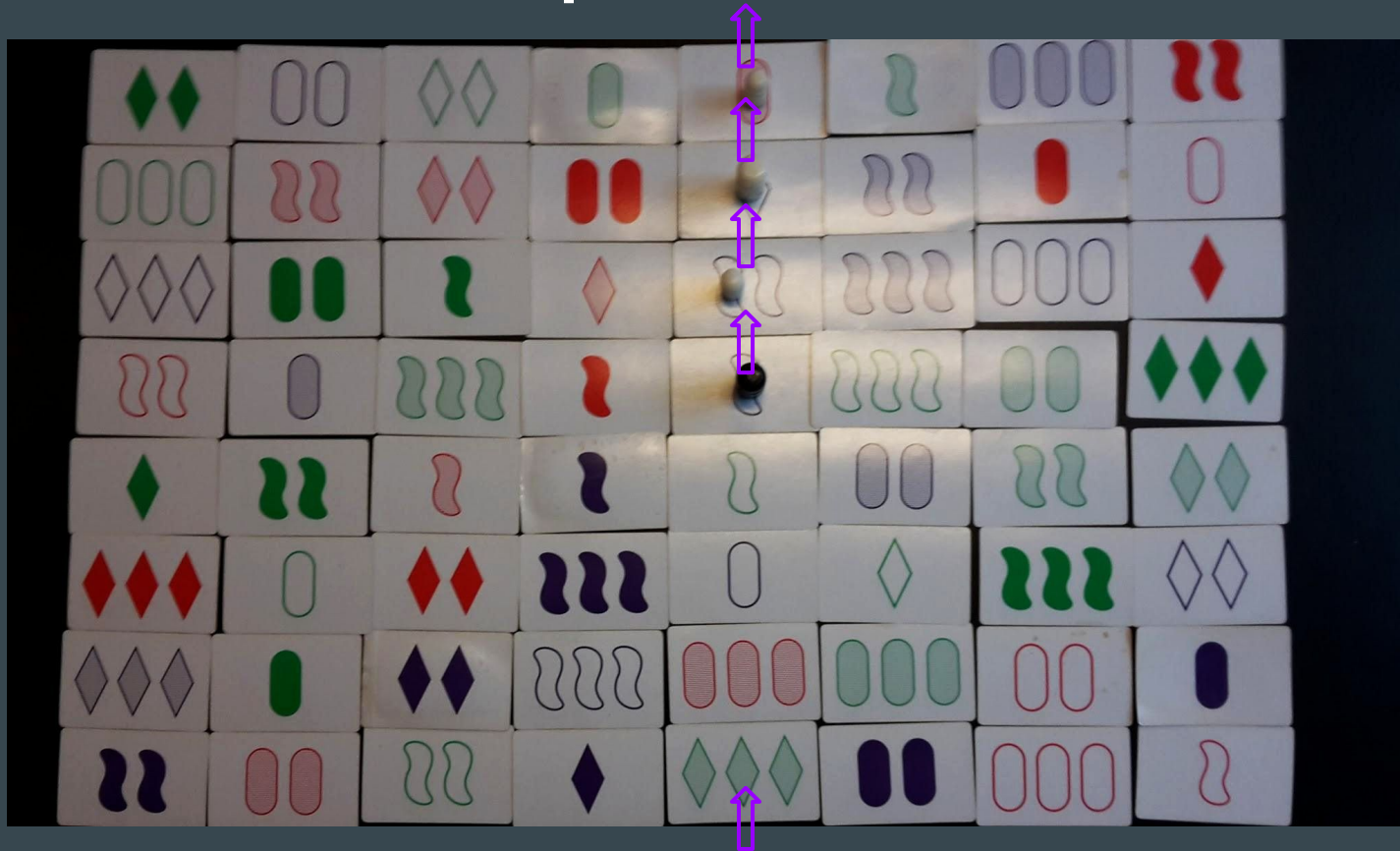
- Purple cards
- Bounce other pieces back
- Chain bounce
- Borderless field



Basic bounce example

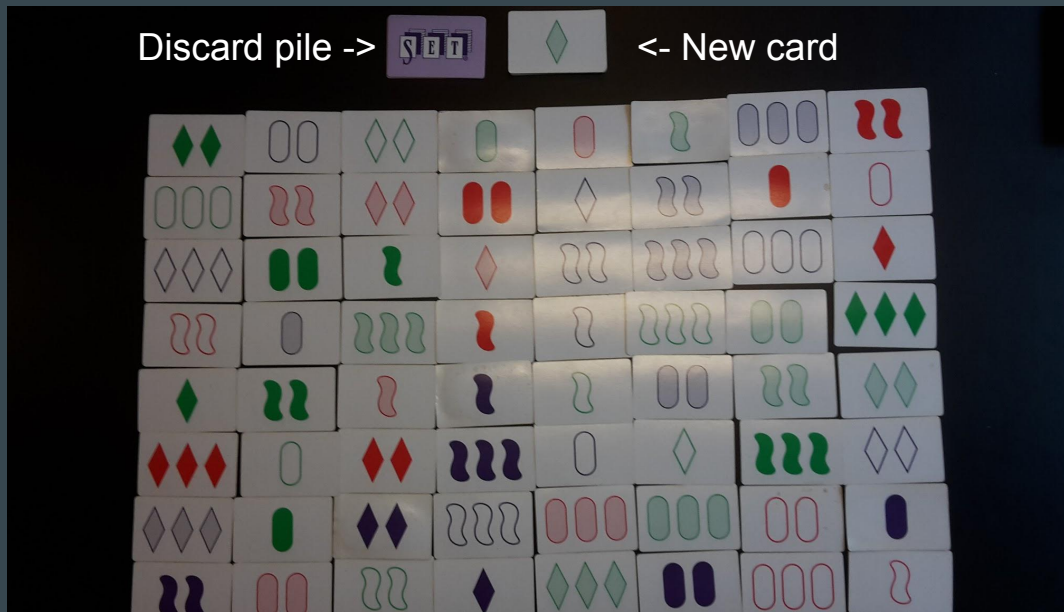


Advanced bounce example



WAIT, more rules!

- Random board
- Dynamic board
 - When you move from a card, it gets replaced
 - Players can see the next card



Can you spot the checkmate?

Hint, white loses!

White king

