Design Choices:

General Game Idea:

I wanted to create a 2D roundbased RTS (Real Time Strategy) and also gridbased Game, the reference was Polytopia. This game should originally run via Network to play with someone else, missing documentation and reference made this very hard however and i started focussing on other criterias instead. The coop aspect persisted and it was changed into a more arcade like, coin machine feeling game.

Assets used:

This is my mainly used Spritesheet for all assets in the game, it has been divided into Water and Grass Tiles of which i didnt use the Animation on the Grass since it was too much, as well as the Units for both players in different main colours (Blue vs Red).

Small Unit for Player 1, dmg: 5, health: 10

Big Unit for Player 1, dmg: 10, health: 20

Small Unit for Player 2, dmg: 5, health: 10

Big Unit for Player 2, dmg: 10, health: 20

Criteria Coin design, makes the coin drop more satisfying

Cities design of Player 1, takes 5 turns to capture

Cities design of Player 2, takes 5 turns to capture

Statemachine which interacts with the game based on the current state of it.