Tile Warfare

Summary:

The great evil doer has invaded Earth and started destroying anything in his way. Four countries have decided to fight off this monster. Each country sends a champion to battle for the glory of saving the world.

Location:

The heroes find the monster somewhere in the world. The monster then transports them to his own dimension in space. It is a grid map made up of cubes that fall when the player walks over it.

Time of Day:

It’s space. Time is irrelevant.

History:

The monster is part of an alien civilization that, since its beginning, has gone around to other dimensions and galaxies to find new worlds to destroy and make habitable by their own people. The only way to fight the monster is for the heroes to fight amongst themselves to decide who is the champion of champions, and who is worthy enough to fight such an evil monster. To defeat this monster, the champion must force the monster to fall into oblivion. By hitting the monster, it causes him to shrink and makes it easier for him to fall off.

Inhabitants:

The heroes are from Earth. The monster is from a world where all things and beings are made up of cubes.

Uses:

The map serves as an arena for the heroes to battle one another as well as the monster. There are three power-ups a player can pick up.

Gun: Pushes a player back a square from a distance.

Trap Grenade: Can be thrown at a player or cube still on the map. If a player is hit or walks onto a cube with the trap on it, The player cannot move for 3 seconds.

Jetpack: Lets a player be able to triple jump.

Images:

  
  
