Based on mouse guard

Top down 2d

Like card hunters / XCOM

C#

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* Single player
  + Quick play
  + Campaign - something something Rabbit-mouse hybrid
* Multiplayer
  + Battle
  + Co-op (battle/campaign)
  + Hot-Seat
* Options
* Team Set

**Game Concept**

1. **What is an Object**
   1. Examples
      1. Siege Weapons
      2. Levers
      3. Boldiers
      4. Pickups (weapons armor food, equipment)
      5. Chests
      6. Destructible environment
      7. Doors
      8. Traps
      9. Trees
   2. Subclasses of Object
      1. Tile Modifier
         1. Lava
         2. Fire
         3. Acid
      2. Pick ups
         1. Step on tile, Unit interacts, removes object
      3. Static Interactable Objects
         1. Doors
         2. Levers
         3. Siege Weapons
      4. Containers
         1. Chests/Barrels etc
         2. Dead Units
   3. Fields
      1. Size/Shape
      2. Destructible
      3. Interaction Zone
         1. On Tile
         2. Displacement from Tile
      4. Aura
         1. Light
         2. Idle (like sickness)
      5. Cover
      6. Elevation
2. **What is a Unit**
   1. Leveling by classes
   2. Breeding?/Death/Revival
   3. Unit improvement - attribute points, increased by class build
   4. Equipment Based with IVs?
   5. Classes
      1. Start w/o class (Level 0)
      2. Class assigned at level 1 - influenced by actions at level 0
      3. Class then based on a tree
   6. Races (by clan and/or species)
   7. Attributes
      1. Strength - Damage/Armor Restrictions Penalties
      2. Dexterity - Range/Dodge/Speed/Turn Order
      3. Constitution - Health/Campaign Survival
      4. Intelligence - Magic/Charisma
      5. Luck - RNG     RNG(min,max,luck)
3. **Game Board**
   1. Terrain background,
   2. Tiles vs Open background
4. **Unit Interactions**
   1. To Unit
   2. To Tile
   3. To Object