Create army:

Used to create armies to test units strength and roster combinations in standard battle

Arena:

The basic idea is the computer will be given points to spend randomly each round on troops, it will then place them randomly, the player will get to see the computers placing and then be able to place their own roster to counter the computers army, each round the computers points will be increased by 10% making it more and more difficult each round. Between each round player will be able to choose from 3 random units given to them to add to their roster. At the start of the game the player will be presented with this option 3 times to give them a starting army. The aim of the game is to get through as many rounds as possible

Campaign:

Enemy Armies will be placed randomly on the map based of a seed given at the start of the run. Armies will be more difficult (higher points value) based of how far away they are from the starting cell. The player will start of with just a player unit and a swordsman. The player will be given gold and items upon defeating enemy armies, encampments will also be placed around the map where the player can purchase or sell units to add or remove from their roster. Taverns will be placed around the map where the player can sell and purchase items and potentially pick up quests to visit certain cells or defeat certain enemies for a reward. Special units such as dragons or a giant which are far stronger than regular units will be placed on the map, upon defeating them they will be added to your roster. The aim of the game is to get as far away from the starting cell as possible, every 100 cells or so you will encounter a boss to defeat.

Items will effect your hero either boosting his stats or giving him abilities

Units:

Health – Damage unit can take before death

Damage – how much damage the unit does

Armour – Reduces damage taken

Movement – how many cells each unit can move each board game tick

Range – how many cells away the unit can attack from

Special abilities – either abilities that are activated on certain conditions on the unit met such as first attack, ranged attack or an over map ability that can be activated by the user during the battle

Units main features:

Spearman – takes half damage if another spearman is above or below it

Swordsman – nothing special

Archer – range of 2, will do normal damage if attacking at range but third if attacking within 1

Cavalry – movement of 2, will do double damage while at full health

Berserker – will do double damage upon health falling below 50%

Catapult – cannot move but has 4 range and same ability as the archer

Pike man – retaliates when attacked dealing half the damage received

Ninja – Can move 2, deals triple damage if behind the enemy