Connect 3

Game Pillars:

* Connect 3 with candy-like powers: To move the board, you will need to do matches of 3 or more tiles by swapping them. Doing combinations of more tiles will generate special tiles that have different effects depending on the combination. Some obstacles in the level need to be removed, and some enemies need to be killed (by doing combinations on top of them). This enemies attack your heroes, if one hero dies you lose. Doing matches creates energy that can power up your heroes in order to use special abilities that go from board effects, to defense or healing.
* Dungeon exploring and treasure finding: Each set of levels will be exploring a dungeon, castle, cave, etc… The player will be able to unlock special levels doing specific objectives in the level, like killing a special enemy or grabbing a key. These special levels may award the player extra loot or extra coins/gems.
* Looting new equipment: The player will progress by equipping his heroes with loot found on chests, either on levels, or by buying them or something. This equipment will improve the health, defense, damage, or mana. This equipment can also be levelled up using materials/coins and lower equipment, like archero does.

Game loop:

* You have a board with pieces, that include obstacles you need to break, enemies you need to kill, and treasures you can unlock. Some levels might include more than one board, and in order to progress, the player will need to complete level objectives.

Narrative:

* Very simple, cliché DnD party exploring the world. Each zone has a small narrative story (kill the lich on the dungeon/kill the dragon/save the queen, etc…). There wont be narration at all, and the visuals and progression of the levels should be enough to convey a sense of story to the player.

Controls:

* Since its mobile, all the controls will be done by pressing fingers agains the screen. To swap two tiles, the player will need to slide their finger. To activate special tiles, the player can either press the power, or slide the power to a neighbouring tile.

Core Mechanics:

* The board is a XxX, where all the tiles might or might not be used. In some levels, there can be different types of **obstacles** or **enemies.** When tiles disappear, new tiles fall from the top to the bottom. There are 6 different types of **tiles**.
* Combinations: In order to progress in the level, the player will need to make **combinations** of the same type of tile. The basic combination is 3 in a row/column, and this will reward some points and affect the board. Higher combinations will award more points, and create a type of power up in the place the swap has been done.
* Heroes: The party is compromised of a warrior, rogue, archer, mage and priest. Each type of tile will charge the mana of one of the heroes (the sixth one charges all the heroes a bit). Once the mana bar is full, the heroes can use their powers. The heroes also have HP, which the enemies will deal damage to periodically. If one of the heroes dies, the player will lose/won’t be able to use the power. The heroes also have different stats, that affect gameplay and are modified by equipment
* Equipment: Equipment will drop from various places
  + Weapon: Increases DMG stat (hero specific)
  + Armor: Increases HP stat (hero specific)
  + Ring: Increases Crit Chance
  + Necklace: Increases Mana gain
* Tiles:
  + Shields: Increase warrior’s mana
  + Daggers: Increase rogue’s mana
  + Arrows: Increase archer’s mana
  + Wands: Increase mage’s mana
  + Chalices: Increase Priest’s mana
  + Crowns: Increase everyone’s mana
* Combinations and special tiles
  + Normal Combinations
    - 3 in a row: Nothing
    - 4 in a row: Cannon: clears an entire row/column, depending if it was done vertically or horizontally
    - 4 in a square: JELIKOPTER JELIKOPTER: Destroys a random tile (prioritizes enemies or objective tiles.
    - 6 not in a row: Powder Barrel: Clears a XxX space
    - 6 in a row: SOMETHING SOMETHING: Match it with another tile to destroy all the equal tiles.
  + Special Combinations
    - Cannon w Cannon: Clears both row and column
    - Cannon/Bomb with Jelikopter: The cannon/Bomb explodes where the Jelikopter lands.
    - Jelikopter w Jelikopter: 3 JELIKOPTER
    - Bomb w Bomb: The explosion is a 5x5 square
    - Bomb w Cannon: The cannon Clears 3 rows/columns instead of one
* Obstacles
  + Box
  + Vines
  + Turret
  + Cannon
* Enemies
  + Grunt: Base enemy, they deal a small amount of damage to the heroes every X-X turns
  + Archer: Base Ranged enemy, they destroy special tiles and deal small amount of damage to the enemy.
  + Solider: Beefy enemy that deals high damage to a hero
  + Shaman: Ranged enemy with more hp than the archer that destroys X amount of special tiles
  + Brute: Beefy enemy that deals damage to all the heroes. It takes up a 2x2 space. Has another attack that incapacitates all the tiles around him for X turns.
  + Dragon: Big enemy with a large hp pool. He can either burn tiles close to him, which become incapacitated for X turns, or deal damage to all the heroes.
* Potions: Pay gems for these
  + Health: Restores the party’s health.
  + Mana: During the next 4 moves, the heroes will gain 3 times more mana.
  + Rage: The next 4 abilities will always crit.
* Heroes
  + Warrior: Places a shield on a tile that protects it against a strike from an enemy
  + Rogue: Deals damage to a specific enemy on the board. The player can also target a tile to destroy it, including obstacles
  + Archer: Same as the Rogue, but less damage to enemies, and to 3 random targets.
  + Mage: Freezes an enemy X turns, making him unable to attack. If the mage freezes a tile instead, it stops the tile from doing whatever it does, and it destroys it after X turns
  + Priest: Heal another hero. That’s it
* Stats
  + HP: The amount of damage the hero can withstand
  + DMG:
    - Warrior: Amount of damage the shield can withstand
    - Rogue-Archer: Amount of damage their attacks do
    - Mage: Amount of turns the enemy is frozen
    - Priest: Amount of dmg healed
  + Crit Chance
    - Chance of the hero’s ability
  + Mana Gain
    - How fast do the heroes gain mana from combinations.

Theme

* Pixel Art DnD sprites
* Typical Fantasy music

Progression

* Maps that divide into levels. Each map has a specific theme

Economy

* Energy:
* Coins
* Gems
* Equipment

Meta Game

* Monetization
* Cosmetics
* Events

Game Layout

Publishing details