# 2. Overview

WOD will be a, turn based strategy game, where two opposing teams fight in a battleground until one team is eliminated. Each team gets 2-4 characters each round depending on the map. The game will be played with a fixed camera and an overhead view, so players can keep track of everything at all times. As it is a turn based game, players will alternate between turns and each turn the player has to choose a character to move/shoot/attack, once the player is done, or runs out of time, the opposing team’s turn starts. The game will have different map consisting of various elements.

MAP

The most basic component of the map will be the tiles. The map will then be further built on those tiles. Each turn the player can choose to move a character across the tiles, however there will be a limit to the amount of distance a character can move each turn. The map will consist of obstacles which will restrict movement of characters across them.

WEAPONS

All characters will be equipped with a standard gun and a grenade. These weapons will be used to defeat the opposing team. The map may provide some power-ups which can upgrade weapons or present special weapons. There will be no limit to the ammunition of the standard weapons.

POWER-UPS

The map will summon power-ups randomly. These power ups will provide players with a time-limited advantage. The power-ups can include: HP-Regen, Weapon-Upgrade, Wall-Breaker etc.

TRAPS

The map will consist of different randomly placed. These traps can be visible or hidden. Some examples of these traps can be ditches, mines, etc.

MENU

The Main-Menu in the game will be a button based title screen. The options will include, NEW GAME, LEVEL SELECT, INSTRUCTIONS and SETTINGS.

OBSTACLES

Obstacles will be a major part of the map. The map will be designed in way such that the players will have to navigate their way through these obstacles, and try to keep control of advantageous points throughout the map. The map will consist of various types of obstacles. Some obstacles will be breakable through the use of weapons, some obstacles will not be breakable but will be pierce-able through bullets, in this way the player can shoot through these obstacles to hit the enemy, but they will not be able to pass through it. There will also be some unbreakable bullet proof obstacles, which can be used by players to avoid incoming enemy shots.