# Psylord Tactics

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## Intro

Psylord Tactics creates the battles between powerful psionic combatants in a post-apocalyptic world. Psylords are unique individuals who are able to absorb the energies of the mysterious psicrystals. These crystals contain the essences of warriors from the past and absorbing the crystal allows the psylord to summon the warrior as a psionic construct. The psylords battle by summoning their constructs and pitting them against each other.

## Gameplay description

The gameplay combines the small-board tactical miniature gameplay of Final Fantasy Tactics with the card based actions of modern tabletop games. During gameplay energy is extracted from the action deck and attacked to either the units or to the avatar powering different abilities. The strategic level comes from creating building a squad, filling the action deck, and matching the proper psylord avatar to support the group.

The proof of concept will only include two identical squads of identical units, a fixed action deck, and no avatar options or energy phase. The initial game will be two players in a hotseat situation.

## Artistic style outline

Art will be basic UI along with 3D unit models taken from Opengameart.org

## Systematic breakdown of components

The proof of concept will be executed entirely in the client. The deployment platform is the Unity Web player. Development will take place in the Unity game engine and the included Monodevelop IDE. Sources, assets, and documentation will be stored on GitHub.

## Asset breakdown

* 3D models for the units
* Textures for the action cards
* XML listing of the units and their stats

## Suggested Game Flow Diagram

1. Intro/splash screen
2. Menu screen
3. Gameplay Setup screen
   1. Player names
   2. (not implemented) squad selection
   3. (not implemented) deck building
   4. (not implemented avatar selection)
4. Game screen
   1. Place units
      1. Player 1
      2. Player 2
   2. (loop until one side has no more units) Players alternate moving units
      1. Player chooses which unit to act
      2. Draws card hand equal to unit health +1
      3. (not implemented) avatar action
         1. Avatar may do one of the following actions:
            1. (if hand has energy) add energy to unit
            2. (if hand has energy) add energy to avatar
            3. (if hand has avatar power) add power to avatar
            4. Use avatar power
      4. (loop until unit runs out of action points or plays card that says “end turn”) play cards
5. Resolution screen 🡪 menu screen

## Suggested Project Timeline

POC scheduled to be finished by the end of May 2013.

| Milestone | Date | Description | Done |
| --- | --- | --- | --- |
| Initial Design Document | 4/27/13 |  |  |
| Repo | 4/27/13 |  |  |
| Find Assets | 4/27/13 |  |  |
| Create Game Project | 4/27/13 |  |  |
| Create Game Screens | 4/27/13 | Intro/splash, menu, setup, game/battle, resolution |  |
| Make Screens Usable | 4/27/13 | Intro🡪menu🡪setup🡪battle🡪resolution🡪menu |  |
| XML based unit catalog and handlers | 4/27/13 |  |  |
| XML based card catalog and handlers |  |  |  |
| Player squad structure | 4/27/13 |  |  |
| Player Deck Structure |  |  |  |
| Player names on setup screen |  |  |  |
| Game object |  | Battlefield, player 1 & 2, player 1&2 decks, player 1 &2 discard pile, player 1& 2 squads |  |
| Randomize who goes first |  |  |  |
| Unit placement |  |  |  |
| Player chooses unit to activate |  |  |  |
| Cards drawn for selected unit |  |  |  |
| Unit expends cards on actions |  |  |  |
| Turn switches to next player |  |  |  |
| Game over when last unit is removed from a single player |  |  |  |

## Additional Ideas and Possibilities

* energy system
* avatar powers
* action card system
* unit initiative/delay
* unit variety
* unit abilities