# 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 one another.

## Gameplay description

The gameplay combines elements from several turned based games.

* Small battlefield to encourage fast-paced skirmishes (final fantasy tactics)
* Avatar/commander outside of the battle whose abilities influence the outcome (heroes of might and magic/kings bounty)
* Player decision to allocate resources to either the individual unit or avatar abilities (pokemon ccg, mtg)
* Tactical gameplay involving positioning and line of sight
* Card based ability modifiers (modern tabletop games)
* Deckbuilding based on squad units, with enforced unit variety to minimize degenerate strategies

During gameplay energy is extracted from the resource deck and attached to either the units or to the avatar powering different abilities. Resource cards are included with units so deck building and squad building are tied together. Players would attempt to simultaneously optimize both their resource decks and their squad abilities.

## Artistic style outline

Art will be basic UI along with 3D unit models.

## 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 (primitives for now)
* Textures for the action cards
* XML listing of cards
* XML listing of avatars
* 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 avatar loses all health) Game Round: Players alternate activating units until all units from both sides have been activated, then all units are “unactivated” and a new round begins
      1. Player chooses which unit to act (note that once a unit is active it must act)
      2. Draws card hand equal to unit “draw” stat
      3. Avatar/Energy 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. Unit Action
         1. (optional) player may activate action card to influence unit action outcomes
         2. (optional) player may move unit
         3. (optional) player may activate a unit ability, usually an attack
            1. attacks which hit units do damage to that unit’s owner/avatar
5. Resolution screen 🡪 menu screen

## Suggested Project Timeline

POC scheduled to be finished by the end of June 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 | 4/27/13 |  |  |
| Player squad structure | 4/27/13 |  |  |
| Player Deck Structure | 4/27/13 |  |  |
| Player names on setup screen | 4/28/13 |  |  |
| Game object(MainGameCode) | 4/28/13 | Battlefield, player 1 & 2, player 1&2 decks, player 1 &2 discard pile, player 1& 2 squads |  |
| Randomize who goes first | 4/29/13 |  |  |
| Highlight valid spaces for placement | 4/29/13 |  |  |
| Display Units for Placement |  | Concept finished, practical application needs to be implemented |  |
| Unit placement by both players |  |  |  |
| Player chooses unit to activate |  |  |  |
| Cards drawn for selected unit |  |  |  |
| Unit moves |  |  |  |
| Unit acts until the an action indicates the end of a turn |  |  |  |
| Turn switches to next player |  |  |  |
| Game is over when one player’s avatar loses health |  |  |  |

## Additional Ideas and Possibilities

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