Blackfire

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Audience: Those who enjoy strategy games. 12+ age group.

Length of play: About 30-45 minutes.

Platforms: PC, possibly mobile.

Description: Chess meets D&D with sorcerers playing capture the flag in a dungeon setting.

Backstory: The sorcerer Marius (the green player) and his two allies have infiltrated the castle of the evil sorcerer Soren (the red player) to steal the powerful Orb of Blackfire. However, when Marius took up the orb, he accidentally alerted Soren of his presence and must now race through the defenses of the castle to get to the exit with the orb before Soren steals the orb back and leaves with it. Perhaps simply to hide it, or perhaps to use it for his own nefarious purposes.

Description of Experience: Player will control units. Movement/attacking, in an effort to capture and escape with the orb. Use strategy.

Art Direction: Something along the lines of a Diablo feel.

* Mechanics
  + Units
    - Sorcerer
      * Only unit who can hold the orb.
      * Can resurrect friendly unit from 1(?) space away.
      * Can hold spells (?).
      * Respawns after 3(?) turns. Pushes back any piece within three spaces, to four spaces out.
    - Warrior
      * Two stances:
        + Offence

Fast movement, can’t block.

* + - * + Defense

Blocks all attacks except the orb/spells(?).

No opposing piece may pass it.

Duration of stance: 2 (?) turns.

* + - * The warrior must choose which stance it will be in at the beginning of the turn.
    - Archer
      * If any piece stops within 2 spaces of the archer, it will be killed.
      * Archer duel
        + If two archers meet, there will be a contest to determine who will win.
      * May only be defeated by landing directly on it, through an archer duel, or with the orb (or spell?).
      * One attack per turn.
        + In an archer duel, only the attacker has his attack held against him.
  + Movement
    - Sorcerer: 2 spaces.
    - Warrior
      * Offensive: 3 spaces.
      * Defensive: No movement.
  + Capture orb
    - Takes a full turn to pick up.
    - All unused movement is lost when orb pickup is initiated.
  + Use tokens
    - 15 tokens per map.
    - Randomly placed.
    - Tokens:
      * Revive: Revive any dead unit, anywhere on the board.
      * Recall: Move the archer and warrior to the controlling sorcerer.
      * Invulnerable: Unit is immune to 1 attack. Lasts 2 (?) turns.
      * Displace: Move a single enemy unit up to 2 (?) spaces.
        + Can be moved through walls, but not into normally inaccessible areas.
        + If the archer is displaced, it cannot initiate an archer duel or attack.

If a duel is initiated, the displaced archer cannot attack back, but still has a chance to dodge.

* + - * Death: Unit that collects the token is killed.
      * Slow: Unit moves 1 space less in the next turn.
      * Speed: Unit can move an extra 3 spaces immediately.
      * Teleport: Random teleportation.
        + May teleport the Orb to random red spawn.
        + May return all units to their respective sorcerer.
        + May allow the receiving unit to teleport up to 3 spaces (including through walls) of their choosing.
* Key features
  + Random map generation
    - Wall generation
    - Set number of pillars/unpassable spaces.
  + Use of simulated dice rolling.
    - Archer duels.
    - Token system.
    - Start position for Red.
  + Path lighting to show the player where a unit can move and/or if it can attack.
* Win Conditions
  + Getting to the exit with the Orb.
* Death Conditions:
  + Units can be temporarily killed, but respawn after a set number of turns.

Sketch: Use previous pictures.

Assets:

* 3D models
  + Animations
    - Attack for Warrior, Archer, Sorcerer.
    - Defend for Warrior
    - Spells
    - Resurrection
    - Respawn
    - Teleport
    - Orb throw (?)
* Music
  + One song.
  + (Opt) If themed, different songs for different levels.
* Sound effects
  + Walking
  + Attacking
  + Dying
  + Reviving
  + Spells
* Textures.
  + Walls
  + Floors
  + Skybox (?)