Tap Herder

Yeah, it’s a shitty name, but that’s what I have right now.

# Concept

This is a simple puzzle game in which the player attempts to optimize their points by “saving” a variety of creatures by guiding them to a destination without them being destroyed by a variety of obstacles.

Gameplay is on a hexagonal board, with each hex potentially being an empty (safe) space, an obstacle, or hazard. The player clicks on a hex in the game board, and the creatures behave according to their creature type (in the simplest example, by fleeing 1 space from the source of the tap).

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| --- | --- | --- |
| C  C  C  C  C  C  Figure 1: Creature starting position | C  T  C  C  C  C  C  Figure 2: Tap “T” | C  T  C  C  C  C  Figure 3: Post-tap position |

The goal of the game is to optimize points by taking the fewest possible clicks to save the most creatures. A game instance (“board” or “level”) ends when all creatures are either saved or destroyed.

# Game Pieces

## Terrain

Conceptually, terrain may interact differently with different piece types. For example a “tar pit” hazard may be something a “frog” creature could leap, while a “snail” creature could not. Here are the initial types contemplated:

* **Hazard**: This is a space that will cause the destruction of a creature which enters it.
* **Passable Persistent**: This is a “normal” safe space.
* **Passable Destructable**: This is a safe space, that when tapped, is destroyed (becoming a hazard from that point on). Expectation is that destroying these pieces will add to the player’s score, as it increases the difficulty level.
* **Obstacle**: This is an impassable space, but one which does not cause the destruction of a creature which attempts to enter it.
* **Gate**: This space is passable in a limited number of directions (for example, only from left to right).
* **Void**: This is space off of the game board. Possibly this could change using a difficulty setting to be treated as an obstacle on easier modes and a hazard on harder modes.
* **Goal**: This is a destination space, which causes a creature to be removed from play (with the score being credited to the player).

## Creatures

There can be a variety of types to make the gameplay more interesting . Here are some of the ideas for creatures. Possibly these could be renamed to “fantasy” creature types.

* “**Dog**”: Moves 1 space along the ground.
* “**Snail**”: Moves 1 space along the ground, and treats “Obstacle” terrain as a hazard.
* “**Frog**”: Moves 1 space along the ground, and can leap occupied spaces and obstacles.
* “**Rabbit**”: Moves 2 spaces along the ground.
* “**Cat**”: Moves 1 space *towards* the tap.
* “**Wizard**”: Represents the player. Moves like Dog – game ends if destroyed.

## Anticreatures

These might function similarly to creatures, but are “bad” (no points for saving, and could potentially reduce your score by destroying creatures – player may gain points for destroying these).

* “**Wolf**”: Treat as “dog” for terrain purposes, but will destroy any creature it encounters, and moves *towards* the tap.
* “**Seeker**”: Moves towards the Wizard (regardless of distance). Destroys creatures it encounters.

# Scoring

All scores very tentative pending some testing.

|  |  |
| --- | --- |
| **Positive** | **Negative** |
| Creatures reaching a goal (+100) | Creatures dying (-50) |
| Time-based bonus (Up to 1000?) | Tap (-10) |
| Destroying a “Passable Destructable” terrain type (+25) |  |

# Achievements

Creating a specific pattern of residents.

Time achievement.