Swamp Scuffle

# Description:

Swamp Scuffle is a PvP couch co-op turn-based strategy game. The game is played on an 8x8 grid, where each player controls an army of frog units. The objective of the game is to eliminate all of the opposing frog units. The different types of frogs, such as the African Bullfrog and Poison Dart Frog, all have different roles, strengths, and weaknesses. Utilize different combinations of units to dominate the board, defeat your opponent, and conquer the swamp!

# Starting the Game:

When the game begins, the first thing you are able to do is select three frogs to start with. Choosing the frogs will occur in a turn-based fashion, meaning that the picks will alternate until both players have chosen three frogs. In this initial phase, you are welcome to choose multiple of the same frog, or any of the different types of frogs available in the menu.

After selecting a frog using the menu, you will be prompted to place your frog in any unoccupied space in your “home row”. Player 1’s home row is the column farthest to the left, and Player 2’s home row is the column farthest to the right. The prompt will appear in the form of tiles highlighted in yellow.

Once both teams have selected and placed three frogs, Player 2 must click the “Start” button to begin the game.

To begin the game, both players start with three energy. Each frog has the ability to move, lay an egg (given that the frog is in the home row), and attack (given that there is an enemy frog close enough for that to apply). Moving costs 1 energy, attacking costs 2 energy, and laying an egg costs 3 energy.

Any frogs with unorthodox abilities, such as the African Bullfrog’s move ability, or the Spring Peeper’s Scream, will also take 2 energy to perform.

Once the start button is pressed, the game begins! It’s time to find unique combinations of frogs to attack, defend, counter, strategize, and beat your opponent with. Good luck!

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# Playing the Game

The goal of Swamp Scuffle is to kill all of the opposing player’s units. To do this, you’ll need to build an army of frogs to conquer the board.

The experience of this game is completely up to the user. You can choose to spend all your energy every turn for the first few turns, or you can choose to position your frogs and try to save up energy for any future endeavours.

At any given point in your turn, you can end the turn. This allows you to end the turn without using any energy at all, or performing any actions in order to conserve energy.

One very important thing to remember is that frog units, aside from the Mean Toad, can only lay one egg in their lifespan, no matter how long they actually live for.

To lay an egg, double click on a frog while it is in its home row. To buy a Mean Toad, you need to have at least 30 energy and click on the mean toad button.

When a frog attacks another unit, that unit will be dealt a specific amount of damage, depending on which frog is attacking. While most frogs do 1 damage, a few frogs can do 2. If the unit being attacked is killed (its hit points are reduced to zero or below), the attacking frog will move onto the square that was previously occupied by the now dead unit.

# Energy

There is an energy system in place in Swamp Scuffle to stop players from excessively doing tasks, which creates more strategy required to play and a higher skill ceiling.

Firstly, most frogs can perform one of four actions on a given turn. Move, attack, lay egg, and special (if applicable to specific frog). See more information in units section below.

All tadpoles can perform one action which is to move.

Moving costs 1 energy

Attacking/Special Action costs 2 energy

Laying an egg costs three energy

There are two means of acquiring energy. Turn-based energy acquisition, or energy acquisition through use of the Blue Poison Arrow Frog.

Getting energy per turn works such that at the beginning of every turn, you will be awarded one energy for each fully grown frog you own on the board. But the amount of energy you can gain every round is capped. The cap on the amount of energy you can gain at the beginning of a turn is the same as the turn number. For example, on the second turn you can gain a max of two energy despite having three frogs on the board. On the fifth turn you can gain a max of five energy in that turn, but five energy will only be given if the player owns 5 fully grown frogs.

To get energy from the Blue Poison Arrow Frog, you must kill an enemy unit using an allied unit that is within a two tile radius of the Blue Poison Arrow Frog. This will reward you with energy equal to the max HP of the frog that is killed. Essentially, if your frog is within a two tile radius of a Blue Poison Arrow Frog and it kills an enemy unit, you will be rewarded with energy that is equal to the killed frog’s original HP.

# Units

Every frog has 3 different stages of development, represented by 3 different types of units: eggs, tadpoles, and fully grown frogs. An egg is laid by double clicking on a unit. On the player’s next turn, the egg turns into a tadpole, which then remains a tadpole for an additional two turns. After this, the tadpole morphs into a fully grown frog. On the morphing turn, the frog will not be able to perform any actions.

## General Frog Information

* Can move
* Can attack
* Can lay eggs
* Moves to the square of a unit upon killing it

## General Tadpole Information

* Can move 2 spaces
* Cannot attack
* Cannot lay eggs

## General Egg Information

* Cannot move
* Cannot attack
* Cannot lay eggs

## African Bullfrog

Info:

* 2 HP
* Cannot attack
* Can move
* Can pick up neighboring allied units and move them to another tile adjacent to the african bullfrog
  + Cannot move Goliath Frogs, Mean Toads, and other African Bullfrogs

## Blue Poison Arrow Frog

Info:

* 1 HP
* Cannot attack
* Can move
* If any unit within a two tile radius of this unit attacks and kills any other unit on the board, the player will be awarded energy equal to the max HP of the unit killed.

## Poison Dart Frog

Info:

* 1 HP
* Can only attack two tiles away in a straight line in any direction
  + Does 1 damage
* Can move
* Can only attack every other turn

## Purple Frog:

Info:

* 1 HP
* Can attack frogs within a one square radius of itself, however, if there is a unit directly behind the attacked unit in a straight line, it will also apply damage to that unit
  + Does 1 damage
* Can move

## Sharp-Nosed Rocket Frog:

Info:

* 1 HP
* Can attack
  + Does 1 damage
  + Can only attack the three squares in front of it
* Can move
* Can leap over other frogs on the board
  + If it leaps over a frog on the board and lands on another enemy frog, the frog it lands on will take two damage.

## Goliath Frog

Info:

* 2 HP
* Can attack
  + Does 1 damage
* Can move

## Spring Peeper:

Info:

* 1 HP
* Cannot Attack
* Can move
* Can scream at an enemy two spaces away in any direction
  + The scream disables any enemy frog for one full opposing turn.
  + Spring peeper cannot perform any actions for one full turn after screaming

## Mean Toad

Info:

* 3 HP
* Can attack
  + Does 2 damage
* Can move
  + Moves 2 spaces
* If in presence of a another mean toad, both mean toads will gain 1 hp, if they have not gained HP previously

Try to experiment with different combinations of frogs to find unique interactions between them to catch your opponent off guard!

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