

The elements explicitly outlined are expected to be included, and the inclusion of any other elements or design choices are up to the discretion of the developer.

The core gameplay loop is Combat > Rest Screen > Repeat.

This loop is to continue until the failure condition is met.

Every completed combat should be tracked on the hud, and displayed on a “game over” screen.

Combat is turn based and the player only has one party member involved in combat at a time.

A second party member is in reserve and will take the field when the first party member falls.

Failure is achieved when both party members are killed.

On the rest screen the player’s units will recover some health lost in combat.

On the rest screen the player should be able to swap the active party member.

We would like you to develop a unit script, which all players and enemies derive from.

We would like the player units to vary in some way.

We would like at least two types of enemy units with some type of variation.

The move set for all units must include a basic attack and defend option.