

Battle Commander

Game idea

Battle Commander is a fast-paced 2D Real-Time-Strategy game where the player commands an army against an enemy AI force which must be defeated. The entire battlefield is constantly visible from a top-down perspective. A battle takes at most 5 minutes and the controls are simple so the game can be easily played on mobile phones.

Game mechanics

The units in the game represent groups of soldiers with the same armament. They are divided into 3 basic categories each with a toggleable behavior and are displayed as geometric shapes on the battlefield:

1. Infantry (rectangles): slow, close combat units which are classified into sub-categories with different strengths such as spear, sword or axe. Can switch behavior between:
 - a. Offensive: Suffers and deals more damage. Pushes opponents hard.
 - b. Defensive: Suffers and causes less damage. Will give ground when fighting.
2. Missile troops (circle): Ranged units which automatically fire at the nearest enemy unit without any other command. Can switch behavior between:
 - a. Skirmishing: Run away when near enemy melee units.
 - b. Hold Position: Stand still and fire constantly.
3. Cavalry (triangles): Fast unit to flank and bypass the enemy front. Can deliver devastating damage if they attack with full speed. Can switch behavior between:
 - a. Normal/Canter: Normal, quick movement to get in Position to attack. When tasked with attacking will automatically switch to Gallop shortly before contact.
 - b. Fast/Gallop: Allows fast movement that enables the unit to perform a charge which deals significant extra damage. Can only be used for a short duration. Uses stamina which slowly regenerates and will deactivate if the stamina runs out.

Units are destroyed/broken when their health falls below a variable threshold which depends on factors like being stronger/weaker than the opposing unit, being flanked or being isolated.

The battle ends when all melee units of one army are destroyed.

Game controls

There are 3 ways to give orders to units:

1. Click on unit+drag and drop: Moves the unit along the drawn path. If the end point is an enemy unit, it is kept as the target even if it moves.

Drag and drop -> click: Creates a box which will select all units inside. After clicking another time all selected units will be deselected and move to the target position, while keeping their formation.

3. Double-click on unit: Changes the behavior of the unit (e.g. Infantry defensive<->offensive).

All movement commands will constantly show the path and end location of the current movement. New movement orders or direct contact with an enemy will immediately stop the last command.