

ArmoRail

Game Design Document

1 to 4 Players

Online Multiplayer or Local Multiplayer Only

Game Description:

Players each control a single machine, whose movements are limited to traveling on railway lines. These machines take turns traversing a game board that is made up of nodes connected by rails. Each machine has two weapons – one in front of them and one behind them (a “fore guard” and a “rearguard”). When players encounter each other on the board, they engage in battle. The fore guards and rearguards are then used to attack and defend, respectively.

Although the game is easy to learn, players must use strategic decision-making to navigate the board and win battles. The game’s controls are minimalistic; on a keyboard, only the spacebar and arrow keys are used (or simple finger gestures/touches on a tablet device).

Game Objective:

Players must use their fighters (fore guard and rearguard) to damage and defeat the other players. The last player left alive is the winner.

Example Game Play-Through:

1. Each player starts with a certain amount of health and coins, on a designated starting point. A “dice roll” determines turn order.
2. Each player buys weapons (a fore guard and/or a rear guard) using their coins.
3. The first player starts their turn.
4. The player rolls a dice to determine how far they move, then starts traversing the board.
5. The player encounters a split in the path, and uses the keyboard or finger gestures to decide where to go.
6. The player lands on a “resource tile”, giving them more coins.
7. The second player starts their turn.
8. The second player rolls a dice, moves, and encounters the first player. A battle starts. The second player’s fore guard overpowers the first player’s rearguard, and the first player loses health.
9. The second player continues to traverse the board until they land on a “bank tile”, where they have to deposit some coins.
10. Future players continue taking turns until only one player has any health left. This one player wins the game.

Implementation Notes:

- The game will be programmed in AS3, using Adobe Flash.
- If deployed to the iPhone/iPad, natural gestures can be used to roll the dice, select options, scroll through fighter selections and rotate/scale the board.