GA 3331 – Week 2 – Homework – Combat

For this homework assignment, you are to choose a battle that is either real or fictional, and resolve that battle utilizing the components given to you. Examples of battles could be: The fight between Darth Vader and Luke Skywalker in Empire strikes back, Itchy vs Scratchy, etc.

The game should involve at least 2 players, but can involve more.

You are to design a game following the rules specified, and turn in a full prototype including a one-page write up detailing the rules of the game.

# Components

* One deck of cards
* Some number of dice
* Some number of tokens

# Deliverable

* Card-game prototype utilizing all the components
* One-page write-up detailing rules of the game.

# Suggested process

1. Determine a theme.
   1. What battle does your game simulate?
2. Identify mechanics
   1. Start simple.
   2. What is the goal, and what kinds of mechanics can players perform to achieve that goal?
3. Identify the conflicts between players.
   1. How can you screw up someone else’s progress, or accelerate yours?
   2. What’s the tradeoff?
4. Playtest.
   1. Every time you add a mechanic to the game, test it.
   2. Does this make the game more or less fun?
5. Create the deliverable.

# Document Outline

* + **Title –** Name your game
    - **Example:** Final Fantasy Tactics
  + **Description –** In one sentence, explain what your game is.
    - **Example:** Recreation of a final fantasy tactics battle.
  + **Setup instruction** – How do you prepare the game?
    - **Example**: Put down a grid of 8x6 face down cards. Put down 3 cubes for the player on one side, anywhere within a 2x6 area. Player cubes can either be blue, green, yellow or black, which represents a soldier/chemist/archer/black mage. Soldiers have 4 hp and deal 3 damage to enemies next to them. Chemists have 2 hp, deal 2 damage to enemies next to them and can restore 1 hp to a friendly unit next to them. Archers have 2 hp, and can deal 1 damage to enemies 3 cards away. Black mages have 2 hp, and can deal 2 damage to enemies 2 cards away. Put down 4 red enemy cubes on the other side, randomly within a 2x6 area. Enemies have 5 HP each and deal 1 damage per attack.
  + **Rules –** Explain what a full round looks like. Try to keep this part under a page.
    - **Example:** Players act first, then enemies act. You can move once and attack/heal once, in any order. You can move one card per round. Enemies can also move and/attack. They automatically move towards the closest player unit, unless they can reach another unit that has lower HP and attack them in the same turn. If they attack a unit before moving, they automatically move towards the next lowest health player unit, or move away if there is no l
  + **Win/Loss condition –** How do you determine the winner/loser?
    - **Example**: You win if you can defeat all the enemies before they defeat you.
  + **Ideal strategy for winning –** Explainhow do you maximize your chances of winning?
    - **Example:** Try to get a good balance of player units. Either have your tanks try to be up front, or kite the enemies as much as you can.