Game Idea

Conquer and Colonize So, this is just an idea of mine, I'm up for editing it, changing it, or if you guys don’t like it, I am good with doing something else as well. Here is what I've come up with so far.

So, for the game I was thinking turn based. Set up with a board, the pieces moving left or right, up or down. I was hoping to have the characters have different weapons and purposes so that strategy has to be used to win the game. I think there should be a health and experience bar so the characters can level up and get stronger. This is what I was thinking one of the tabs would look like, so the person playing can look at the highlighted characters statistics.

|  |
| --- |
| Player Name |

|  |  |
| --- | --- |
| Health | 100/100 |
| Level | 1 |
| Experience Points | 0/100 |
| Movement Spaces | 6 |
| Defense | 120 |
| Basic Attack | 50 |
| Special Attack | 90 |
|  |  |

I was thinking that there be five characters to control on the board because there are five of us. I was thinking there would be a tank type character, a ranged character, a healer/energy manipulation character, a stealthy character, and a high damage character.

Here is an option for a setup on the side of the board of options to chose from.

|  |
| --- |
| Player setup |
| Statistics |
| Player 1 |
| Player 2 |
| Player 3 |
| Player 4 |
| Player 5 |

Player setup would allow the person to control the layout of their characters starting position a little bit, giving the person a few options to chose from that would change where each character starts on the map.

Player1-Player5 is what a person clicks on once the fight has started. Each option will open up another bar with options for the character. It might look something like this.

|  |
| --- |
| Player 1 |

|  |
| --- |
| Select Character |
| Move Character |
| Attack |

I have select character so a person can decide if this is the character they want to go first. If select character is clicked it turns true and if true then it'll allow the move character and attack to become active.

Here is a very simple example of what the board could look like.

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The Triangle is the enemy

The Oval is us

The blue could be some water that people have to go around

The green could be a mountain that people have to go around

Again, these are just ideas, if you guys totally hate it, that’s fine. I'm just throwing an idea out there. I'll see you guys tomorrow.