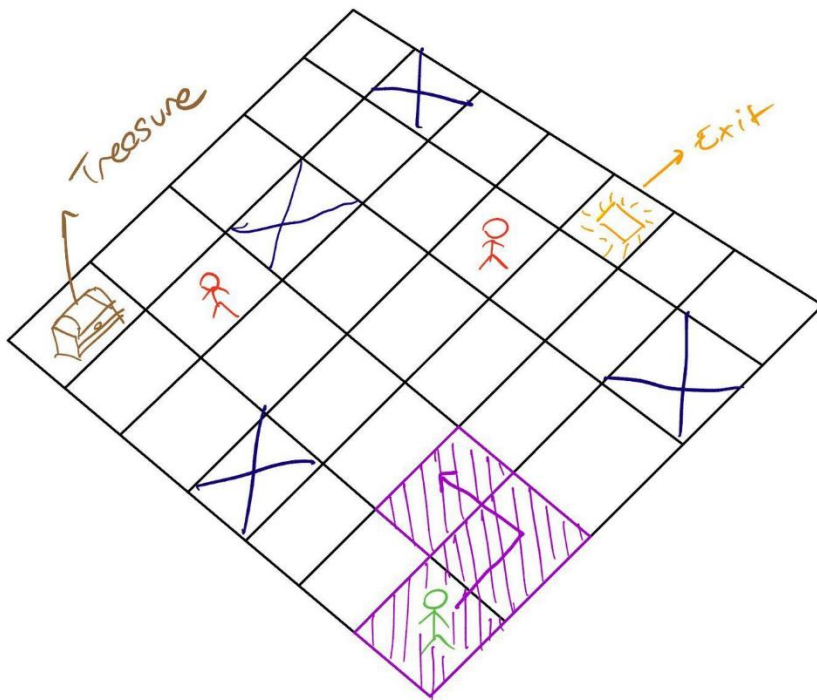


Move Maze

Overview:

This game is a blend of strategy and puzzle genres. It is played in a chessboard-like grid with a roguelike perspective. The objective is to reach the exit within limited moves and escape the labyrinth. To make these moves, the player must engage in card-based battles with potential enemies. By winning these battles, the player can confiscate the enemy's movement abilities, which aid the player in navigating the chessboard.



Game Concept:

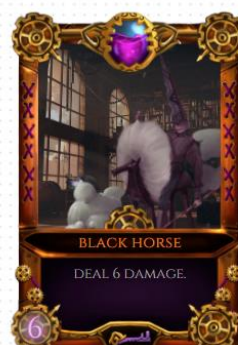
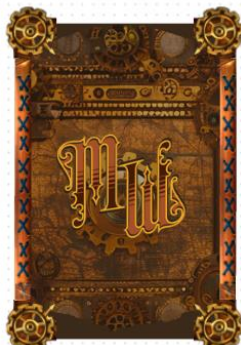
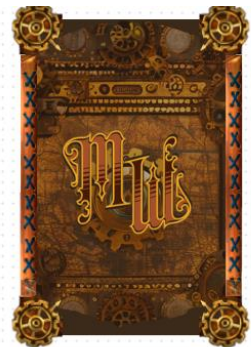
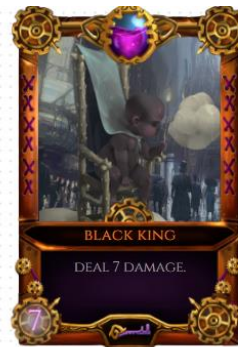
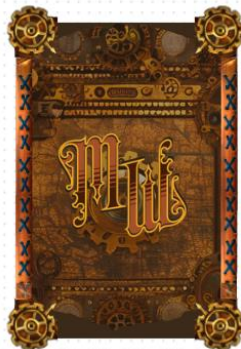
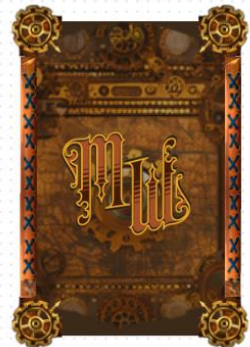
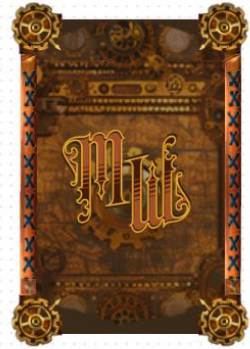
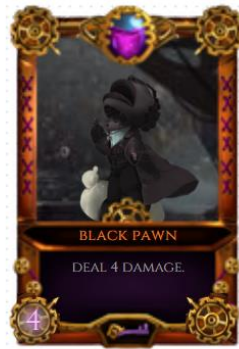
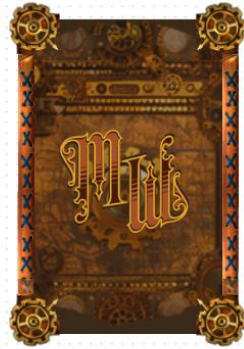
The game takes place on a grid similar to a chessboard, starting with a 6x6 grid in the initial level. It's played using a mouse, allowing the player to select their move on the chessboard. Possible moves are highlighted on the board, guiding the player's decision. Upon encountering an enemy, a dedicated battle screen appears, featuring the player's character on the left and the enemy on the right. Before engaging in combat, the player has a deck of 15 cards, which includes:

Defense (8 cards)

Attack (7 cards)

Defense cards allow the player to dodge or block, while Attack cards enable the player to inflict damage on the enemy. The player must maintain a deck of at least 12 cards, with 21 cards being the maximum allowed. The player can manage their deck through in-game purchases and trading. When the player defeats an enemy, they can utilize the enemy's movement abilities to progress towards the exit.

Cards:





The remaining movement ability is indicated faintly at the top of the board. The player must use it strategically to reach the finish line. At the beginning of the game, the player is provided with 100 coins, with an additional 50 coins awarded when leveling up. These coins can be used in the in-game store or for card-related actions, adding a strategic element to the gameplay. Upon reaching the finish line, the player advances to the next level through a door. Each new level rewards the player with an additional 50 coins.

The game's core mechanics revolve around chessboard movement and card-based battles.

Chessboard Mechanics:

Move 2 squares north

Move in an L-shape in any direction

Move 2 squares diagonally

Move 2 squares south

Move 2 squares east

Move 2 squares west

Move 1 square north

Move 1 square east

Move 1 square south

Move 1 square west

Leap over an obstacle, when necessary

Card Mechanics:

The content of the cards will be determined in the future, but players will use a drag-and-drop system to play cards. Each turn, the player has a specific amount of mana, and some cards may provide temporary mana boosts. The player starts with 3 mana points each turn, and each card has a unique mana cost. This means that the player will need to strategically manage their mana. Card mana costs range from 0 to 3, and once used, cards can be recycled for potential future use.

Storyline:

The player is a highly skilled chess master who has fallen into a coma and become trapped within their own mind after a tragic accident. The goal is to escape their own mind by completing levels, but numerous enemies and challenges stand in their way. Overcoming these obstacles brings the player closer to their true self.