

Project Tactics

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Introduction

Project Tactics is a strategy game that I wish to make under the conditions given to me for my senior project in GIMM. As I write this document I am unsure if I can develop this kind of game on the platform that is required, but it is definitely a genre I wish to give more exposure.

Description

Harkening back to the days of turned based combat, experience two worlds of game design colliding together. Follow Lionel on his journey to save the world from imminent destruction.

Key Features

- Grid-based Combat
- Magic and Item Crafting
- Class System
- Interactive Characters and Environments.

Genre

Strategy Role-playing Game

Platform

Nintendo Switch

Similar Games

- Final Fantasy Tactics
- Tactics Ogre
- Disgaea

- Pokemon Conquest
- Fire Emblem
- Advance Wars
- Valkyria Chronicles

Game Mechanics

Objectives

Objectives will vary. Possible objectives include:

- Defeat all enemies
- Defeat one enemy
- Reach a destination
- Defend your position
- Capture a position
- Defend a character

Mechanics

The more the player progresses the story and levels characters, the more options they will have in combat to employ new strategies. Examples of more options being:

- New abilities
- New passive character traits
- More complex terrain
- Progressively difficult objectives and or enemy placements
- Mixing and matching class abilities
- More options via crafting

Rules

- If a character or enemy's health reaches zero, they will die
- Characters can have a max of one class equipped, but also use abilities of another class
- Characters can have a max of two passive abilities

- Turns are tied to the speed stat of characters. Characters with faster speed will act more frequently
- If a player character dies in combat, they will have two turns to be revived. Otherwise they will permanently die. Game is over if main character dies.
- Accuracy is decreased from 100 percent based on attack position, status effects and the environment.
- Characters will have Magic Points and Stamina Points that are expended when performing actions

Controls

Motion Controls are being implemented. Most of the controls involve hovering over UI elements and selecting them. Or pressing buttons if players wish. Settings such as tapping versus buttons can be changed in the game. Battle field camera is isometric by default with the option of moving camera angles.

Interactive Elements

Players can move units, pick up items, interact with the battlefield, talk to npc's, attack enemies and craft. I wish to have players physically drag units if touch controls are enable and have units interact with the touch controls. Like wiggle their arms as you move them into position. Some levels may have puzzle elements incorporated.

Physics

Most of the physics in the game will be tied to animations and environment interactions. Such as starting a fire, putting a fire out, causing a landslide, things of that nature. Proximity detection and collision detection will be key concepts. One example for an animation would be the casting of a fireball spell. Casting animation begins, projectile is fired at the enemy, damage is inflicted if the attack connects, accuracy will be a probability, collision detection is triggered, enemy begins damaged animation.

Artificial Intelligence

Enemy intelligence will be increasingly smarter as the player progress through the story. Since this is turn based, enemy AI will only execute when it is their turn. It will make choices that give it the best chance of killing a player unit. Or protect other enemies. What triggers these decisions will vary from player position, player health, enemy health, enemy position, ally health, terrain advantages, weapon/spell advantages and status effects.

Multiplayer

Multi-player is limited to players pitting their single player teams against each other utilizing existing objectives found in single player. Co-operation experience is under consideration. Using all the above design choices.

Story and Level

Story Style

The setting will be a high fantasy style. Following the life of the Main Character Lionel.

Background Story

The default class of the main character will be a Squire. A beginner's class designed to get players familiar with the game mechanics. Lionel is from a small village with little knowledge of the rest of the world.

Storyline

Players will learn more of Lionel's world and the threat it faces.

Characters

The main characters are pre-defined. Other party members will become recruitable as the story progress.

Art and Music

Graphics Style

Everything but the levels themselves will be in 2D Sprites. The levels will be low-poly 3D.

World

There will be an over world that the player can travel with towns, dungeons and battlefields.

Music and Sounds

Music outside of combat will be relaxing, music in combat will be face paced and intense. Sound effects will be used for every animation.

Development Tools

Engine

I think the most useful concept to study will be Unity's animation and camera API. This game is going to be an isometric view, so knowing which camera to use will be key. As far as game play goes, the physics API will definitely be needed for various actions the players can make with the environment. Most attacks and spells from characters will be sprite-animation based rather than physics-based.

Notes

The reason why I am making this game is because I love the genre. It has not been given much attention of the years. With games being released every few years. I wish to take a stab at developing a game of this style. This document is subject to change as I learn more about game development and different IDE's I may learn in order to complete this project.