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Tactical Role Playing Game:

Benefits-

* No networking
* Proven success at getting this done in 6 weeks

Requirements-

* Team of units versus a computer team
  + Different unit types that form a team to work and defend the scientist
* Lots of drawing, animation
  + Possible items needed so far:
    - Images for the unit types
    - Background image(s)
    - The Curing Beacon (Needs a better name ofc)
    - AI spawn units
    - Collectable Items for unit upgrades
* Must make up your own theme and rules by this Wednesday
  + I Am Legend/Ebola Emblem
    - Post-apocalyptic Ebola world, where the main intent is to save the planet. The scientist has figured out the cure to the new age Ebola, but has the cure in incredibly low quantity due to the inability to gain more resources. To circumvent the issue, the scientist wants to transmit the cure to the Curing Beacon for it to become spread via air. However, on the way to getting to this Beacon, the team will have to face various infected types of people.
* Rules/Mechanics
  + Fog of war
    - Enemies can see you, you can’t see them in the fog.
    - Each unit type has different vision distance to see into the fog
  + Movement
    - Each unit type will have different movement distance.
    - After a unit moves they will have the option to attack or do other stuff
      * Each option after movement will have its own reach/distance.
    - Goals
      * Capture The Curing Beacon
      * Survive set amount of turns? Find an item and light the four corners?
      * Escape? Kill all enemies on map?
  + Turns
    - All units of your team will move then all of the enemy's units will move.
  + Leveling
    - At the end of every game, maybe the option to save will be presented. Or perhaps there should be an autosave function? (Keeps players careful, on their toes). Allows for current level of squad to be saved. Upon death, that character is dead; the next mission, they will be replaced the same character type, but with level one.
    - For some skills, experience for that stat is increased every time an action is performed, with successful actions adding a modifier to the experience gain (shooting gets 10 experience in shooting, but a kill gets 25, etc.). Overall levelling increases all stats, but less than a specific stat would be increased.
    - Skills for each class:
      * Health
      * Stamina (can augment how many moves and attacks a player can make)
      * Strength
      * Dexterity
      * Health regeneration rate?
      * A class specific stat maybe?
      * Overall level
    - The level of all of your team and difficulty affects how many monsters/types of monsters spawn. So, even if an entire team is lost, then the mission can still be retried without fear of getting stuck fighting way overpowered enemies (if team permanent-death is allowed)
  + Unit types
    - Scientist: vital for some mission types. Less health than the other units. Can perform special tasks.
    - Ranger: Moves quickly, isn’t harmed by ambient radiation. Can reduce the amount of radiation in an area for the others to travel through safely. Carries smaller weapons.
    - Brute class?
    - Engineer class?
    - Sniper class?
    - Maybe some kind of other class(es)?
  + Enemy Mobs (Mostly just for brainstorming’s sake)
    - Radiation zombie/ghoul? (Would probably be able to walk one to two spaces in a turn. Limited vision, but will approach the place where it was shot if harmed. Randomly spawning around the map)
    - Running zombie?
    - Bandits?
    - Spitting ghouls?
    - Stationary enemy types (Bosses? Turrets? Hiding monsters?)
    - Stalkers?
    - Machine/robots?
    - Others?