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GitHub Link: <https://github.com/mrshannon/hexmek>

Title: BattleTech inspired board game engine.

Description: A board game engine based on the Classic BattleTech ruleset. A tactical strategy game where units move on a hexagonal grid and fire various weapons (with hits controlled by dice rolls) in an attempt to eliminate the opposing team.

Actors: Player1, Player2

Functionality:

1. Game is played on 15x17 hexagonal map of various terrain tiles.
2. Players can choose units from pool of options.
3. Players can place units within 4 hexes of the top or bottom of the map.
4. Players can view a list of units.
5. Players can view location of units.
6. Players can view the status of any unit.
7. Players can move units North, South, North-East, South-East, South-West, and North-West.
8. Players can decide to walk, run, or jump (if available).
9. Movement is constrained via the rules of BattleTech.
10. Players can target another unit to fire upon.
11. Players can view a to-hit percentage for each weapon.
12. Players can choose which weapons to fire.
13. Damage is resolved via the rules of BattleTech.
14. A unit is destroyed when its pilot is killed, both legs are destroyed, or its center torso is destroyed.
15. The game ends when a player has no more units.

Further explanation of the rules can be found in the [BattleTech QuickStart Guide](#).