

Overview

The game is a grid based action/strategy game, where the central mechanic is a turn timer. At the start of combat, the turn timer is takes a long time to end, giving the player time to think about the actions they take but as successful actions are made, the time limit for each action decreases, making the game more and more fast paced, until you hit a certain point where you enter Fever Mode, where actions are more powerful, but it is very fast and difficult to keep up.

(all numerical values, such as the turn timer values, and grid size are subject to change when testing)

Winning/Losing

Combat is won when all enemies are defeated, or lost when the player's health reaches 0. Typically, a battle will have a set number of enemies that will spawn over the course of the battle, one or two spawning per turn, until all enemies have been defeated. Often, the final enemy to spawn is either a boss, or just stronger than all other enemies.

Camera

The camera has a top down view of the game board, and does not ever change perspective.

Game Board

The board is a 10x10 grid of square tiles. Each tile is either empty or occupied by a unit. Only one unit may be on a tile at a time. There are several kinds of tiles each with different properties. Here is a list of tiles and their properties.

Plains: the standard tile, with no special properties. May be occupied by any unit

Mountains: Cannot be occupied by any unit

Chasm: May only be occupied by flying units.

Water: may only be occupied by flying and swimming units

Turn Timer

At the start of combat, the turn timer takes 15 seconds to complete. If a successful action is taken, the time taken till completion reduces by 1 second, until the timer takes only 2 seconds or less, at which point Fever Mode is entered, where the timer stays at 2 seconds. If an action fails, or if no action is taken the timer resets to 15 seconds. If no action is taken they take the default action which is to Block.

After the player selects an input, or the timer runs out, first the player takes their action, then all the enemies take their actions. After all actions have been taken, the success of the player's action is determined (depending on the specific action taken), all the enemies select a new action to take on the next turn, then the value of the turn timer is calculated, and it repeats.

Fever Mode

When the turn timer reaches 2 seconds Fever Mode is entered, which has a few effects. Firstly, the turn timer will no longer decrease, but stay at that 2 second value. Secondly, all damage incoming from the player is increased by 1.5x. Finally, the enemy spawn rate is increased by 2x. After fever mode is over, all changes revert.

Player

All units, both player and enemy share certain attributes: health, strength, magic, defense, resistance, and move speed.

Health: if health reaches 0, the unit dies. In the case of the player, this means they lose the battle.

Strength: this determines how much damage physical attacks deal

Magic: this determines how much damage magical attacks deal

Defense: this determines how much physical damage the unit can ignore

Resistance: this determines how much magical damage the unit can ignore

Move Speed: this determines how far the unit can move

Damage calculated like this:

Attack Power + Strength - target defense (physical)

Attack Power + Magic - target resistance (magical)

During their turn, the player can do two things: move, and act.

Move: They have an initial move speed of 2, which may increase as they get stronger. This means that they may move anywhere within 2 tiles of their initial position, and take their action from any of those points.

Act: the player has several options for actions that they may take, which each has a success/fail condition which determines whether or not the turn timer will reset. Failing an attack does not mean it doesn't happen, it simply means that their combo resets.

Attack: they attack with their main weapon, which deals damage in an area determined by the weapon (ex: a sword deals damage in a 1x3 line in front of them). This fails if the player either takes damage, or does not deal any damage, otherwise it succeeds.

Special: They attack using one of their special abilities, which deals damage determined by the special used. This only fails if the user takes damage. Each special has a certain cooldown, and cannot be used for that number of turns.

Block: The player defends, reducing all incoming damage by 90%. This fails only if the user takes more than 5% of their max health as damage. If the user blocks multiple turns in a row, the damage counted to that 5% is carried over to the next turn. If the 5% is exceeded, following damage is not reduced. This is the default action taken if the user does not select an action before the turn timer ends

Enemies

All units, both player and enemy share certain attributes: health, strength, magic, defense, resistance, and move speed.

Health: if health reaches 0, the unit dies. In the case of the player, this means they lose the battle.

Strength: this determines how much damage physical attacks deal

Magic: this determines how much damage magical attacks deal

Defense: this determines how much physical damage the unit can ignore

Resistance: this determines how much magical damage the unit can ignore

Move Speed: this determines how far the unit can move

Damage calculated like this:

Attack Power + Strength - target defense (physical)

Attack Power + Magic - target resistance (magical)

Just before the player's turn, enemies will move, then they will select their next action. The tiles that will be affected by the action are highlighted. Then it is the player's turn, and they take their action. After the player acts, the enemies fulfill their actions. Then they select their next action, and the loop continues.

Each enemy typically only has one action that they can take. For example a Slime can only attack the one tile in front of it. However some powerful monsters, typically bosses, can have multiple.

Customization

The player has several options to customize their character as they would like. First, there are weapons, which change their basic attack. During the course of the game, more powerful weapons that have special effects may be found Here is a list of examples of weapons and their properties.

Sword: attacks in a 1x3 line in front of player

Spear: attacks in a 3x1 line in front of player

Secondly, there are special attacks, which are powerful attacks that can be used infrequently. Each special has a cooldown, that once used, cannot be used for the number of turns specified by the cooldown. The player may have up to 2 special attacks equipped at a time. Here is a list of examples of special attacks:

Laser Beam: attacks in a 3 wide line till the end of the screen.

Earthquake: attacks all tiles that are a distance of 3 or less from the player

Fire Storm: attacks\

Status Effects

Some attacks from both the player and enemies can inflict status effects on a unit