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Clash of Clans: Heroes
Game Description

This document provides a detailed description of the game elements and game play. It does not contain any implementation or coding details.

Intro

Clash of Clans: Heroes is a 2 player turn based battle royale. Each player controls a number of units including a hero and some support units, as well as a number of buildings that they must use to defend their **Palace**.

Units

Units in the game are split into *Heroes* and *Support Units*. All units get a specific number of actions every player turn that they can use to move or attack. Moving only costs 1 action point for any unit, while attacking will fully deplete the unit's actions for that turn. i.e: If a unit that has 3 action points attacks as their first action, they will have 0 action points after attacking.

In addition all units have a limited amount of health points that must fully deplete in order for the unit to be killed.

Support Units

Support Units are the basic type of units that the player can control. Support units can all be used to move and attack the enemy player's units or buildings. There are different levels for support units, where they all start at level 1, and can be upgraded to level 3. Each upgrade improves the unit in some way as indicated below according to the support unit type.

- **Footman:** Increases the amount of health points that the unit has.

- **Archer:** Increases the attack range of the unit.

- **Cavalry:** Increases the number of actions the unit can take each turn.

Heroes

Heroes are a special type of unit that the player controls. Each player is limited to 1 hero per game, that they choose before the game starts. There are several types of heroes available in the game, each one provides different assets for the player in order to win the game.

Each hero type has a unique action they can add to the player's team:

- **Monk:** Allows the player to heal one of their injured units fully.

- **Diplomat:** Allows the player to convert one of the enemy player units (Excluding Heroes) to the player's side.

- **Warchief:** Allows the player to fully upgrade a unit to level 3 without costing resources.

- **Assasin:** Allows the player to completely kill one of the enemy player units (Excluding Heroes).

Some hero types: Monks, and Diplomats; are pacifists and thus cannot be used to attack enemy units or buildings, unlike aggressors: Warchiefs and Assasins. However, pacifist heroes are able to build additional buildings for the player while aggressors are not.

Buildings

Buildings are player controlled objects that can be used to grow their army or protect their bases, and like units have a limited amount of health points that when depleted causes the buildings to be destroyed. There are 4 different types of buildings in the game: Palaces, Barracks, Towers, and walls.

Both players will start the game with 1 of each type of building (excluding walls), and each building type can be used by the player in some way.

- **Palace:** This is the main objective of each of the players, as both players must defend their own palace while attempting to destroy the enemy player's palace. When upgraded palaces gain health points.

- **Barracks:** Barracks give the players the ability to recruit one additional unit each turn. When upgraded units spawned from Barracks will start with the same level as the barracks.

- **Tower:** Towers are able to attack enemy player units or buildings that are within range, and are extremely useful in defending the player's palaces. When upgraded towers gain an additional tile of range per level.

- **Wall:** Walls are buildings that have a large amount of health points and can be used to block enemy units' paths. When upgraded walls gain health points.

Resources

Resources are scattered across the map and can help the player survive and advance in the game.

- **Manpower:** Allows the player to recruit additional units as well as upgrade them.

- **Gold:** Allows the player to build additional buildings as well as upgrade them.

Gameplay Flow

Each player starts off on one edge of a 10x10 grid map with just one hero and 3 support units (one of each type), as well as one of each building type (excluding walls). Players can see the entirety of the map at all times and will always be able to know what the enemy player is up to. The players then keep taking turns growing their armies, defending their palaces, and trying to beat the opposing player.

The game ends when either player has completely destroyed the opposing player's palace. Killing all the enemy player units or hero does not win the game, however it won't hurt :).