**MYTHS OF THE CITADEL**

Single player strategy game where player battles against AI with various difficulties (easy, medium and hard). Four main resources in the game are: Food, Wood, Gold and Books. Each of them are used to create army and upgrade your empire. You can occupy buildings in the world to obtain these resources. The towers you capture increase your influence in the area making your buildings more efficient and resources are cheaper to exchange in the market. The main goal of the game is to raise your economy, build an army and occupy enemy’s castle.

Types of neutral buildings:

* Gold mine
* Wood camp
* Farm
* Market
* Mystical library
* Tower
* Mysterious Cave

Types of Units:

* Spearman
* Archer
* Horseman
* Hero
* Catapult
* Scholar

Types of Mythical Units:

* Cyclops
* Minotaur
* Priest

Citadel expansions:

* Armory
* Laboratory
* University
* Barracks
* Fortifications

1. Neutral Buildings
   1. **Gold mine** – Generates 2.7 gold per second (without upgrades). There are usually 2 mines closer to player and AI and 2 at neutral positions near the middle where player usually has to fight with AI over them.
   2. **Wood camp** – Generates 3.4 wood per second (without upgrades). There is 1 on each of the sides and 3 near the middle where player has to fight for the influence for the area.
   3. **Farm** – Generates 4.5 food per second (near your citadel) and 6.7 food per second (near the middle) (without upgrades). There are 2 farms on the player’s side and 3 farms near the middle.
   4. **Market** – Market is used for exchanging resources. Trade deal prices are based on the players influence over the area. If the tower guarding the area is captured by the player, the prices will be significantly cheaper.
   5. **Mystical library** – Generates knowledge (books) over a set period of time (60 seconds without upgrades) for 100 gold. The books can be used for purchasing mythical units which can arrive only from mysterious caves. The mythical units you get from the cave is random. The library is located in the middle of the map and the player has to send a scholar to start generating books. Multiple scholars can generate multiple books but the library is limited to up to 5 scholars from player and AI combined researching at the same time.
   6. **Tower** – Captured towers provide influence and increase the armor of the units present in the area and lowers the cost of exchanging resources in the market. To capture a neutral tower you need to have at least 5 units in your garrison.
   7. **Mysterious cave** – This is where you can find your mythical units. The player can capture the cave by sending 3 scholars to sacrifice themselves. Player needs to send a scholar to the cave and after a short amount of time, a random mythical creature will spawn and it will automatically march to the citadel.
2. Units
   1. **Spearman** – Basic unit which has bonus damage against horseman but is inferior to archers. Trained in the citadel.
   2. **Archer** – Basic unit which has bonus damage against spearmen but is inferior to horseman. Trained in the citadel.
   3. **Horseman** – Basic unit which has bonus damage against archers but is inferior to spearmen. Trained in the citadel.
   4. **Hero** – Hero provides a lot of bonus damage against mythical creatures. They also don’t have any bonus damage against basic units nor is inferior to any of them.
   5. **Catapult** – Siege weapon which provides a lot of bonus damage against towers and citadels. Without at least 1 catapult it is nearly impossible to recapture enemy towers.
   6. **Scholar** – Non-combatant unit which are used to generate books and spawn a random mythical creature from the mysterious cave.
3. Mythical Units
   1. **Cyclops** – A mythical unit trained in the mysterious cave. They have a lot of HP and have siege damage which can help the player recapture the tower or the citadel from the AI.
   2. **Minotaur** – A mythical unit trained in the mysterious cave. They also have a lot of HP and have a lot of bonus damage against horseman and archers. They don’t provide any bonus damage against buildings.
   3. **Priest** – A human unit which completely neutralizes one enemy mythical unit and has bonus damage against others. He also provides additional armor to units in his garrison (but only when defending from an attack). He is inferior to heroes.
4. Citadel expansions
   1. **Armory** – This expansion provides unit upgrades for resources. Only one upgrade can be researched at the time.
   2. **Laboratory** – This expansion provides upgrades shortening upgrade and training time of units.
   3. **University** – This expansion provides upgrades for faster gathering rates on resources which only benefits the player.
   4. **Barracks** – This expansion lets player train heroes and catapults. It also allows the player to train 2 units at the same time.
   5. **Fortifications** – This expansion only provides the citadel with more health and makes it more impenetrable.

Mechanics of the game

The player starts with 2 spearmen in his citadel. He can send each of them to a neutral building to capture them (not tower). After they have captured resource generating sites, the slow trickle will gradually provide player with resources from the sites he captured. Upgrades for faster gathering are available at the site and only the upgraded site has the benefits (benefits stay after recapture). The citadel can be expanded with additional buildings making it more impenetrable and granting player some benefits. The citadel can train units but to train heroes and catapults, the barrack needs to be built as an expansion.

Towers around the map provide influence bonus to the player that captures them. They provide additional armor to units and resource gathering sites have increased gather rate. To capture neutral tower, the player needs at least 5 units. To recapture the tower, the player needs to send an army large enough to overpower the enemy and needs at least 1 catapult to have enough siege damage. Every building has its own garrison which can hold unlimited amount of units. When armies collide, the result may vary from different factors:

* If the army consist of only counter units (i.e. spearmen -> horsemen, archers -> spearmen, horsemen -> archers), the army which has the countering units will win with about 10% units lost.
* If there are multiple types of units in both armies, then counter units will face, eliminating each other one by one in order horsemen-spearmen-archers. Usually the army with even number of every units will win.
* If there are mythical creatures present in the battle, then heroes (and priests) will act first in trying to defeat mythical creatures (including priests). The order of eliminating units is the same but after each cycle, a random unit is chosen to fight with mythical creature (i.e. 2 units for 2 mythical creatures, etc.) depleting its health. The catapult and scholars are useless in battles and if their army is defeated they will die too. They won’t die until the last unit in their army is defeated.
* To recapture a tower, the player needs to overpower the enemy’s army and they need enough siege damage to bring the tower down so they can capture it. This can be done with a catapult or by having a very large army. If the remaining units don’t have enough damage to recapture the tower, 10% will die and the rest will retreat to the citadel.
* Towers and citadels provide bonus armor for the units garrisoned inside. They can turn the tides of the battle unlike resource gathering sites which provide no bonus and needs at least 1 enemy unit left at the site to capture it.