Level 3 Proposal

Game Name:

Wood Chuck

Game Design:

For the purpose of this game mode, I would like to call it Wood Chuck. To fit the theme, I propose the animal to be woodchuck as the opponent. The idea behind the game is to chuck wood at each other’s forts. The game is played on width x length but only the width matters.

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How the game plays out is that there is a wood resource tab. The wood must be harvested to be able to be chucked. Resource management is another part of the game. Right now, the limit of how much individual wood the can be amassed is 10. There are three phases to each round: attack, defense and harvest.

Harvest phase starts first to harvest wood. There are 2 action points. The player can use an action point to harvest, defend or steal wood, however, stealing wood will always be less than how much wood you can harvest with one point. You can use an action point to defend against a potential steal. If the start of the harvest phase has 0 wood, then the steal will always fail. The player must choose their actions within a time limit and the actions the player chose will take action only after time limit is reached or all the action points are exhausted.

To attack there are multiple ways to attack. Either chucking wood individually or amassing wood to chuck. The player can choose how many woods to throw up to a limit. Compiling the readily made wood resource to create a super attack is the only way to throw more wood than the predetermined limit.

There are some defense mechanisms to the game. Like dodgeball, the wood that is thrown can be caught. If caught, then that wood can be used as the player’s resource. Another defensive mechanism is to build walls with the harvested wood. Unlike attack phase, the player can choose as much wood as possible to build walls. The wall carries onto next round as well. The walls can be reinforced to no limit. Super attacks can bypass the fence defense to damage the fort only if the defense is lower. Regardless of defense points, super attacks destroy the fence. If the player catches the super attack, they can use the amount of wood amassed for that super attack goes into the catcher’s resource, but they lose an action point for harvest phase.

The fort has small hit point so that the number of rounds is limited.

Is it possible to lose the game?

Yes, if the fort loses all their hit point.

Resource:

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| Resource | Description |
| Fort HP | How much damage a fort can take before the player loses. |
| Action Points | The actions that a player can choose to perform during harvest phase:   1. Harvest 2. Defend 3. Steal |
| Wood Resource | The main resource player uses for attack and defense. |

Scoreboard is unnecessary because it will be a fight to death. As such, the level/game is completed once the HP of a fort hits 0.