TERRITORY WAR

Game Type: Area Control / Competitive

Platform: HTML5 / LED Floor

Players: 2 Players

Grid Size: 10 x 6 (60 tiles)

Duration: 60 seconds

Style: Cyberpunk Neon

1. Game Overview

Territory War is a fast-paced area control game where two players compete to claim the most tiles on the battlefield. Every tile you walk on becomes yours! The unique mirror sync feature means your moves affect both sides of the arena. Claim more territory than your opponent to win!

2. Flow: How to Start the Game

Step 1: Open the game (Territory War.html)

Step 2: Select game mode:

- 🚧 **DIVIDED MODE:** Barrier in middle

- 🌐 **OPEN MODE:** Full arena access

Step 3: Click "START GAME" button

Step 4: 60-second battle begins!

3. Game Modes

🚧 DIVIDED MODE

- A neutral zone (columns 4-5) blocks the middle

- Player 1 stays on the LEFT side (columns 0-3)

- Player 2 stays on the RIGHT side (columns 6-9)

- Cannot cross into opponent's area

- **Mirror Sync:** Tiles claimed are mirrored on both sides

🌐 OPEN MODE

- No barriers - full arena is playable

- Both players can go anywhere

- More chaotic and competitive

- Steal opponent's tiles by walking over them!

4. Controls

PLAYER 01 (Red/Pink)

Controls: W A S D

- W = Move Up
- A = Move Left
- S = Move Down
- D = Move Right

Start Position: Left side of arena (x=1, y=2)

PLAYER 02 (Blue/Cyan)

Controls: Arrow Keys

- ↑ = Move Up
- ← = Move Left
- ↓ = Move Down
- → = Move Right

Start Position: Right side of arena (x=7, y=2)

5. Gameplay Mechanics

5.1 Territory Claiming

- Walk over a tile to claim it as your color
- Your tiles glow with your team's color
- In OPEN MODE: You can reclaim opponent's tiles!
- Each tile can only belong to one player at a time

5.2 Mirror Sync (DIVIDED MODE)

How Mirror Sync Works

When you claim a tile on YOUR side, the corresponding tile on the OPPOSITE side is also claimed for you!

- Tile at (1, 3) claimed → Also claims (6, 3)

- This creates symmetric territory patterns

- Both players' moves affect both halves

5.3 Scoring (Divided Mode)

Score is calculated from the LEFT half only (columns 0-4) since the right half mirrors it:

Area Counted	Tiles
Left half (columns 0-4)	30 tiles total

6. Timer

- Game lasts **60 seconds**

- Timer displays at top center

- Countdown with pulsing animation

- When timer hits 0, game ends immediately

7. Win Condition

When the 60-second timer ends:

- Tiles are counted for each player

- Player with **more tiles** wins!

- If tied: It's a DRAW

8. Game End Screen

Winner: " 🏆 PLAYER 01 WINS!" or " 🏆 PLAYER 02 WINS!" or " 🤝 DRAW!"

Display: Player 01 score: [X]

Display: Player 02 score: [Y]

Options: "PLAY AGAIN" or "MENU" buttons

9. Visual Indicators

Element	Color/Style
Player 1 tiles	Red/Pink with glow
Player 2 tiles	Cyan/Blue with glow
Neutral zone (Divided)	Gray, semi-transparent
Player markers	Glowing circles on current position
Leading player score	Gold glow highlight

Strategy Tips

- **Move constantly:** Every second counts!
- **Cover ground fast:** Don't stay in one area
- **DIVIDED MODE:** Remember your tiles mirror - claim unique positions
- **OPEN MODE:** Guard your territory while expanding
- **Watch the timer:** Final seconds are crucial

- **Edge strategy:** Corners and edges are often forgotten - grab them!

10. Debug Info (Development)

Bottom-left corner shows debug info:

- Game active status

- Current mode

- Player positions (x, y)

- Last key pressed