1. **Is my game design using elements of all four types (Technology, Mechanics, Art, Story). Explain how.**

   I'd say we are. We've got a massive story. We're picking specific themes for the art direction, which further tell the story.

   We're still messing with the mechanics, but once we've balance things, it'll be all good.

   And we've got the technology covered by using unity

2. **Are the four elements in harmony, reinforcing each other and working together toward a common theme?**

   Yeah they all relate back to the story

   I think it's more like; yes, all of the aspects are going towards reinfocing a tense wild west stand off between two armies.

   The only one that's NOT contributing in a more obvious way is the tech. But we can't exactly make a game without unity, so it's still indispensible

3. **What elements of the game make the experience enjoyable?**

   I'd say the ability to stratigize, brought out by the mechanics.

   The wild west theme brought out by the art and possibly music.

   The mechincs sound like they could be fun for a chalange, but the art assests would get the player in the mood.

4. **What elements of the game detract from the experience?**

   Umm i don't really know what this one means.. like which elements are not enjoyable?

   The first one that comes to mind is the frustration of a game that ends up being one sided. Like, the other player just KNOWS how to win without effort.

   It's not really avoidable, as any mechanic system can be learned from and abused

But, it's a scinargio that would detract from the experience

5. **What is my theme?**

    A tense wild west stand-off

    or a 300 style hold the line story

    a small number of highly trained men hold the line against a LARGE army

    It's like a cross between those two.

6. **What aspects of your game are used to reinforce that theme?**

    The art style I would think backs up the wild west part.

    While the differing mechanics between players would reinfoce the few against the masses theme.

    The characters for sure and the art although I guess that counts as the characters. Also the mechanics too

    The idea of the characters and how they are portraid, I could see that as two different things.

    It's like the backstory, name and abilities vs how they look right now

    Also, the art would also cover how the town is shown.

    And if we can get the UI to be suitably western, it'll work out too.

    @Alexander Peterson I have ideas for how you can make the UI work, if you're interested. Otherwise, I won't step on your toes

7. **What is it about my game that feels powerful and special?**

Definitely the story plus how the story is told through the game mechanics id say

I would say the gunman player get's to feel powerful because the units they control are powerful. The fact that each unit for the gunmen side is single person, while the other player's units represent maybe 50 men, and yet the gunmen player still wins a 1v1 get's that idea across.

For the Huang Empire player, I'd say it's a mix between the ability to just FLOOD the field with troops, coupled with the fact that they will be gaining ground the enitre time helps make them feel powerful.

Also, each player get's to feel control, thus power, over the map in each of thier expected segments.

Gunmen player gets to modify the map before the start, while the Huang player has specialists to change it after the game starts.

8. **When I describe my game to people, what ideas get them really excited?**

I'd say the wild west idea, as well as the complex mechanics.

You're probably best suited for this one, but I think the two distinct roles in the game

That and the character designs.

That too.

Not sure what else would draw people.

9. **If I had no constraints of any kind, what would this game be like?**

Oh gosh.. umm well if board game is a constraint than it'd probably be a more rpg type thing. Maybe more like Civilization

I'm not sure.

First thought I had was to completly change the script, by turning the game into a First person shooter, with 13 players vs an AI army. But that would defeat the soul of the game.

I kinda like the civilization idea

Oh, wait. I know

Animations for the fight scenes.

Yeah for real tho

and a 3d board

like how the monopoly game is on pc.

And, if some of the traps involve fire, I'd love to add a town fire mechanic with a fully animated fire that can spread through the town.

Any other ideas?

Maybe voice acting from star talent

If we had no limits, I'd love for Clint Eastwood to voice The Cowboy.

Maybe get a few of the guys from The Good, the Bad and the Weird to voice some lines.