

Battle at Lonelywood

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Executive summary:

Battle at Lonelywood is a board game that attempts to bring about a tense stand off between two to four players. Taking place in a fantasy world, a Ming Dynasty styled empire attempts to march on an unsuspecting nation, only to find its efforts bottlenecked at a small town. Waiting in this western like town are 13 Gunmen of unparalleled strength and skill, ready to hold the army off for as long as it takes. What happens then is a struggle for control between a defending player, controlling the gunmen, and an Attacking Player, controlling an empire.

What happens then is a slow sapping of control and power. At the start of the game, the defending player would control most of the board and have nasty surprises scattered across the town. But as the unending numbers of troops march through the town, the defending player will be forced to fall back, while still attempting to hold the line. Meanwhile, the Attacking player is in a race against time, fighting an unknown enemy in an unfamiliar environment. If they aren't able to secure a route through the town, using their troops, in time, they will lose.

The Quest

The game takes place in a town called Lonelywood, a small wooden town at the center of a magically cursed grass plain. This town provides the only route for the invading Huang Empire into the other nations. The goal of the Empire player is to use a never ending supply of poorly armed soldiers to force their way in and secure a route through the town. The defending player's goal is to use every tool at their disposal to prevent that for a certain number of turns.

These events would take place over the course of a single game. With the combinations the defending player can choose between, coupled with the random nature of the attacking player, would give the game replayability.

Player 01, the Defending 13 Gunmen

The defending player would feature the most control before the game starts and close to the start of the game. Before the game starts, the player would be allowed to choose 13 characters from a larger group of American Western and Indian themed Gunmen . Each gunman chosen would have a single unique ability that makes them different from the others. Once chosen, the defending player would then be given a currency of prep-time, which they can spend on "preparations." Traps and blockades that are chosen and placed at locations around the town, hidden from the view of the attacking player. The defending player would then be allowed to place their own Gunmen on the map, in any place they choose.

After the game starts, each Gunman will have a series of actions they can take per turn. Movement, attacking and using their ability, perhaps with the limit of two actions per turn. Each gunman would also have the ability to survive at least one attack, leaving the gunman in a 'wounded' state for the rest of the game. Once wounded again, the gunman is considered killed and removed from the board, permanently reducing the number of units the defending player has to work with. As such, the defending player will, after the game starts, be forced into back-

peddling to keep their own Gunmen alive and using whatever traps they've prepared to slow the advancing army.

The Gunmen the Defending player can choose from varies greatly. Examples would include a partially mummified cowboy with a lever-action rifle; a Goblin Foreman and his gang with his miniature mortar; a kobold priestess with a German heavy machine gun; a chinese rebel with a machine pistol and machete; and even a dwarven pirate with a harpoon gun. Examples of some of these can be seen in figure 1.



Figure 1. Examples of the 13 Gunmen

Player 02, the invading Huang Empire

The attacking player would control the Huang Empire, a fantasy-based Ming Dynasty China, that's invading its neighboring countries. Sporting a near limitless army of poorly armed conscripts, Empire will be attempting to secure a route from the south end of town to the north. All the while, they will be encountering traps left for them and either disarming those traps or planning around them. To represent this, the attacking player will receive a number of units per turn, showing up at the south end of town. Any location in town where these troops are placed are then considered secured for the attacking player.

While most of the troops the attacking player draws will be these poorly armed conscripts, every rare now-and-again, they will instead draw a specialist troop. These troops lack the ability to secure locations, but instead each feature a single ability that they can do well. These can then be divided into two groups, combat specialists and support specialists. Combat specialists can be used to fight back against the superhuman gunmen of the defending player. Specialists would mostly affect the board, either by defusing a trap or barricade or by creating new routes through the town. Examples of these troops can be seen in Figure 02.



Figure 2. Soldiers of the Huang Empire. Common soldier on the left and Specialist Bowman on the right.

Finally, the attacking player can also choose to gamble by sacrificing a certain number of troops they would have drawn that turn to pick a specific specialist they need right now. They'll have to plan their moves wisely, because they only have a limited number of turns to secure a route north. If they fail to do so, they will lose and the town is lost to the Empire.

Environment

The game takes place in the town of Lonelywood, a small western town at the center of a large cursed grass plains. Only one route heads through these plains and half-way through that route is the wooden town of Lonelywood. The town itself is a chaotic mess of roads and town squares, a result of the wooden town partially burning down several times in its past, only to be rebuilt. This would be represented by either a series of locations connected by roads, or by sectioned off 'territories' that need to be controlled. An early draft of the road layouts can be seen in Figure 3.

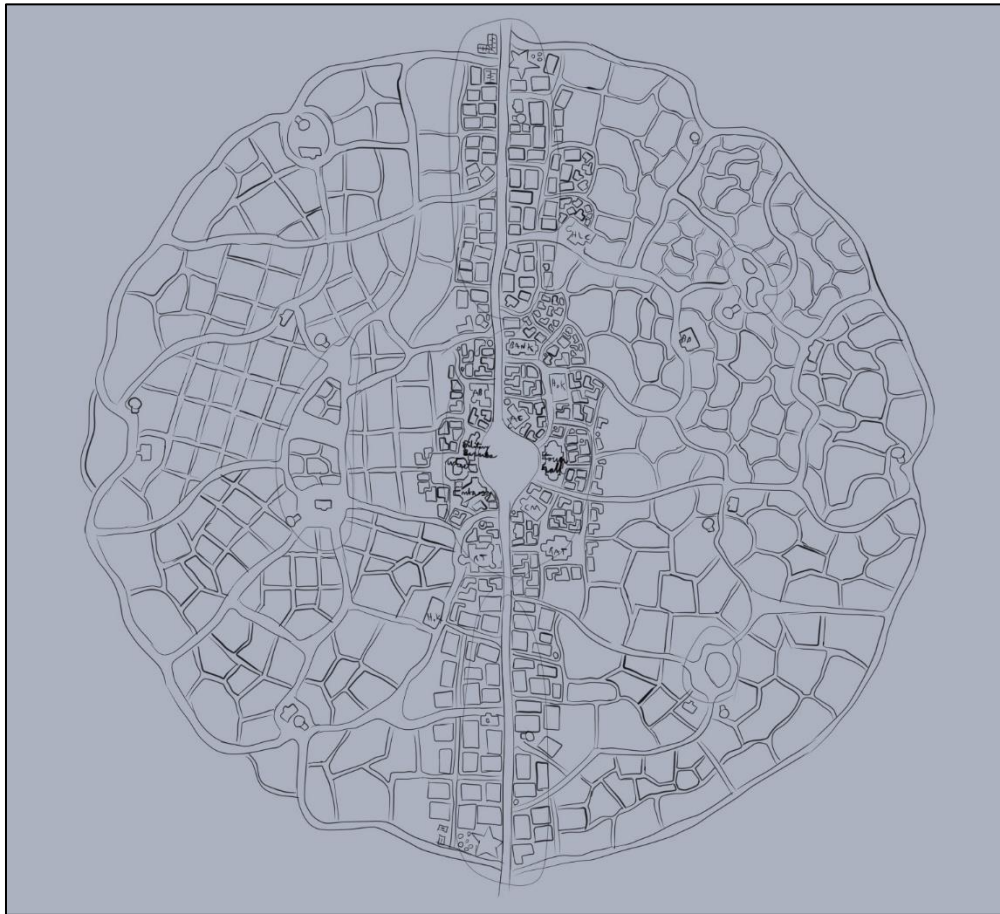


Figure 3. A rough draft of the Town of Lonelywood. Mainly displays the roads of the town and their changing layout.

Featured on this draft are the most critical locations; the southern entrance, the northern entrance, the back roads, and center lane. The map will feature an American wild west theme and be far less detailed.

Menus

The game opens to a main menu where the players will have the option to choose between a 2-player or 4-player game. An “options” choice will also appear that allows the player to view the rules of the game and toggle the game music on and off. Then, a display will appear where the players can click on the faction they want to play as. The game will not start until the teams are balanced.

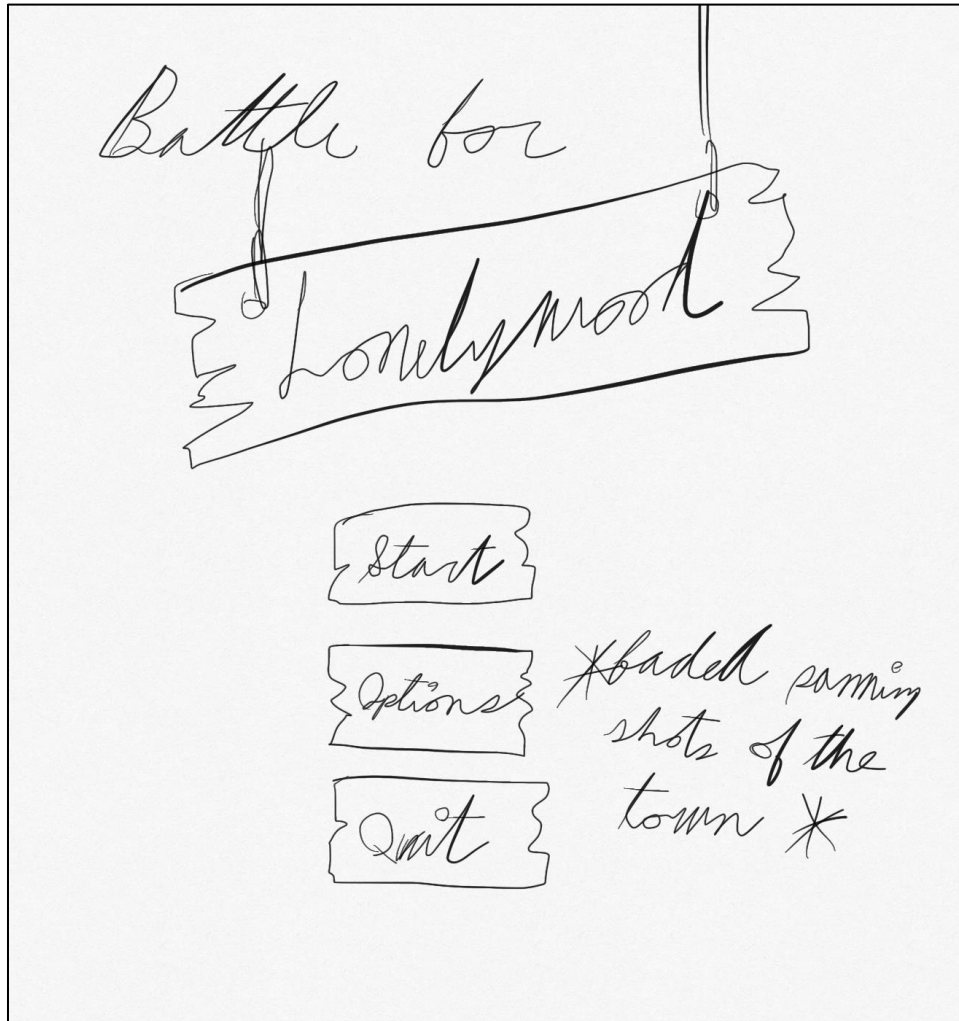


Figure 4. Example Draft of a main menu.

Controls

The board takes up the majority of the screen with a display bar on the bottom with more detailed information on units, special abilities, and the amount of turns left in the game. The player uses the mouse to drag units to their positions on the board (in between turns).

Sound

The sound for Battle at Lonelywood will be designed to immerse the player in their struggle to defend or attack the town. The background music will include traditional sounds pulled from chinese and other asian cultures to represent the faction of the invading empire. Additionally, subtle themes inspired by films from the western genre will be layered into the background music to represent the 13 gunmen. Other sounds will include: gunshots (unique to the weapons of the gunmen), the marching sounds of the hordes of soldiers sent by the attacking player, the sounds of the melee weapons of the attackers, groans and gasps as the gunmen take damage, the battle cry of the attackers, the sound of rubble falling as the defending player's fortifications are destroyed, and the cries of the attacking soldiers as they fall in battle. Other in-game sounds will include minor clicks when the player interacts with the buttons on the display.

Summary

In The Battle of Lonelywood players can take part in the epic struggle between an expanding empire and a band of heroes protecting their homeland. Take control of the empire and send legions of soldiers to conquer the town of Lonelywood. Or play as the 13 gunmen, an elite group of warriors with special abilities, as they defend their home from the invaders. In this turn-based game you can use specialized units, build fortifications, and wield unique powers to lead your faction to victory. The wide variety of strategies that can be employed by the players ensures that each game will bring its own unique challenges.