

Phase 1

Time: 10.1 - 10.2(3)

Map theme 01

Plain + River + Hill

River height - 0

Plain height - 1

Hill height - 2

| | | | |
|---|-------|-------|-------|
| 3 | | | Hill |
| 2 | | | Hill |
| 1 | | Plain | Plain |
| 0 | River | | |

Terrain function

River: Flowing water

(According to the direction of the flow, unit accelerated or decelerated)

Example: a river from left to right, moving left to right to accelerate, right to left to slow down

Plain: Increased field of vision

Hill: Higher than terrain

Attacking units on the terrain increases damage, attack distance and vision

Fixed environmental items

House : Hide unit (3x3x3)

Unit can move inside

Thick growth of grass : Hide unit (1x2x2)

Unit can move inside

Interactive environment items

Rock: Block movement /Long range attack (1x1x1)

Can be destroyed

Can be moved

Fall from a height causing damage 【disappear (be destroyed)】

Selectivity: destroying animation

Treasure chest: Units move to get items (and the item disappears at the same time)

Fountain: When the unit is close to the fountain, it will get 1 HP recovery at the beginning of the next round (Can't be destroyed)

Unit function

The camera is fixed above the player

Tactical map: the square grid only shows the props on the map

Attributes change when picking equipment

List of items

River Block x1

Bush Block x1

House x1 - Teng

Chest x1 - Teng

Fountain x1 - Teng

Player Unit x1 - Teng

List of items (Delay)

Weapon Sword x1- Mickey

Weapon Shield x1- Mickey

Armor x1 - Mickey

Rock x1 - Mickey

Phase 2

Time: 10.3 - 10.4(5)

Map theme 01 Extra

Forest

Forest block + Tree

| | | | | |
|---|--|---------|--------------------|--------------------|
| | | | | Tree(2) |
| 4 | | | | Tree |
| 3 | | Tree(2) | Tree (destroyed) | Hill |
| 2 | | Tree | Hill(Forest block) | Hill(Forest block) |

| | | | | |
|---|-------|---------------------|-------|-------|
| 1 | | Plain(Forest block) | Plain | Plain |
| 0 | River | | | |

Forest block

Translucent green squares

No solid collision

Tree (1x2x1)

Solid

Can be destroyed

The height is 2 and becomes 1 after being destroyed

Tree (destroyed) (1x1x1)

Operation function

Click user's unit (Display menu list)

Menu List

1. move
After confirmation, the area around the Unit that can move and reach changes color.
(Flashing might be better)
2. attack
It is divided into normal attack and skill attack, The attack / defense / move command cannot be executed after the attack command is confirmed
Normal attack: According to the player's attack distance, the block area that can be attacked will flash.
Skill attack: Displays the range of skills.
3. defense
Immune to the next damage received. Lasts for one round
After the defense command is confirmed, the attack / defense / movement command cannot be carried out
4. Stand by
After the Stand by command is confirmed, the attack / defense / movement command cannot be carried out
5. equipment
Refer to **Escape from tarkov**
For example, the player has only five item spaces. If he obtains the sword, he needs to occupy three items. If he obtains the potion, he needs to occupy one item grid
6. information
Displays the player's current data

List of items

Tree

Tree - destroyed

Player Unit 2