

1 versus 1 tactics turn-base game (Phase 1)

Game Type : Turn-base game

Background : Magic theme

Player number : PVP: 1player vs 1player (Each player can control 1 character) [or 1-3 characters]

PVE: 1player vs mutiple AI enemy (Eg. Battle city)

Game mode : Fight each other by using terrain and character skills

Victory : Kill all enemy/conquest target area/defend target area

Game perspective/map style:



Characteristics:

Similar to Moba or Overwatch, players can choose three fighters as a tactical team (for example, archer + swordsman + mage), and players can upgrade their equipment by picking up items on the ground.

Character attributes:

Attack power (character attribute + equipment bonus)

Defense (character attributes + equipment bonus)

HP (character attribute)

Mana (character attribute)

Attack distance (weapon attribute)

Skills (character attributes)

1. Skill distance (character attribute)
2. Skill damage (character attribute + equipment bonus)

Character mobility (character attribute + equipment bonus)

Passive skills (character attributes)

Carrying amount of props: (default 5 + character attributes)

Active dodge: (default 3 + character attributes)

[Must be used before the end of the round, the effect lasts for one round, 100% avoids the next attack]

Field of view: (default 3 + character attributes)

Equipment attributes:

Equipment durability: The default is 5 (This mean only withstand five attacks)

For example, shields and armor have durability values, and each time they are attacked or defended, they will lose their corresponding durability values. Lose the item directly after exhaustion.

Topographic features:

Unlike the previous plan, a small number of map puzzle elements can be added, but this is not the main one. Increase the playability of the map through a simpler method: (Eg. Battle city)

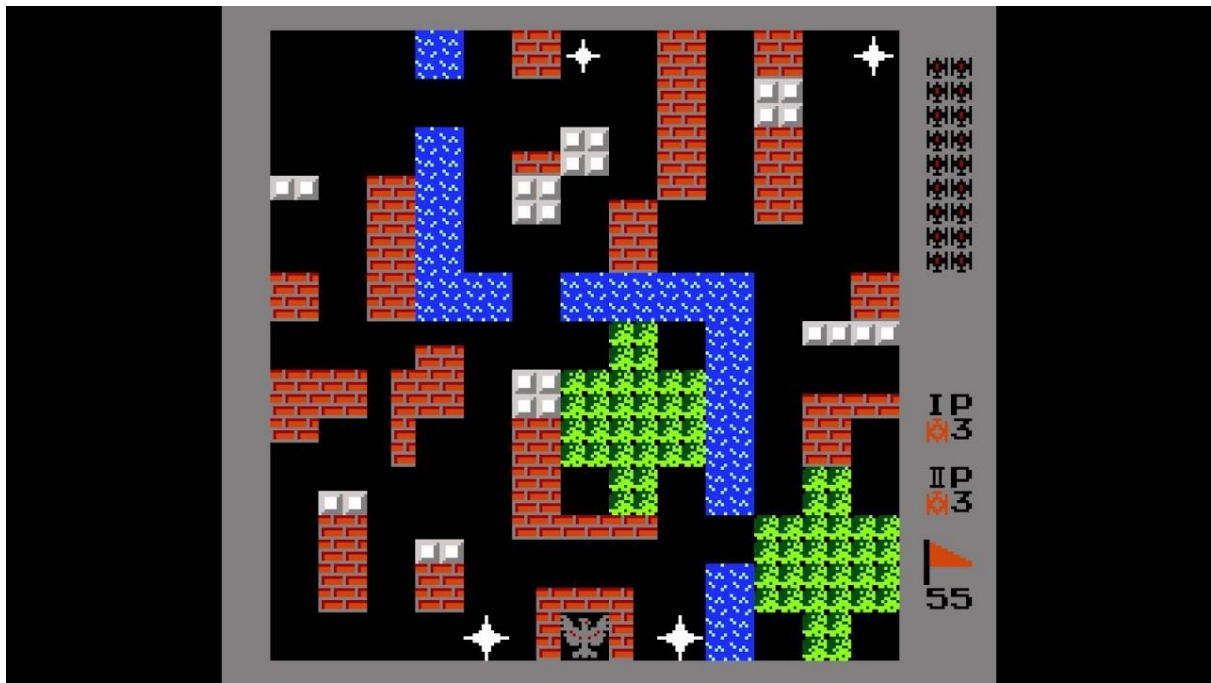
E.g

Forest: Hidden units (reduced the default vision of all characters to 1 block)

River: Prevent the character from moving (the character with the corresponding skill can ignore the terrain)

Mountains: Increase the range of long-range weapons and additional vision based on altitude, while exposing your position to surrounding targets.

Swamp: Slow down the movement speed of the character (the character with the corresponding skill can ignore the terrain)



Item:

Weapons: Sword and bow

Equipment: Armor and shield

Bottle item: HP recovery / attributes increase

Additional equipment: Trebuchet

War fog :

Same as RTS game

Targets out of the player's field of view are displayed as they were last seen by the player.

Cannot show enemy units in the fog of war.

After entering the building, you can only see the outside through the door or window.

Outside the building can only be seen through the windows.

(Eg. Zombie project)



Ground type destruction:

Obtaining props on the map can destroy part of the terrain.

Phase 1 development cycle: 4 weeks

Resources required:

Map: Use cubes for the Phase 1

Role: 1-2

Prop block: 4

Weapons: Sword x1 Bow x1 Armor x1 Shield x1