Kerfuffle simulator

Design doc

The game we will be working on will be a Side scrolling tactical game.

Inspired by worms Armageddon and xcom

Things that we could possible implement:

1. Grid based movement
   1. Gravity to movement
   2. Flying/levitating
2. Rpg like mechanics
   1. Leveling system
   2. Stats
   3. Skills?
   4. Abilities
   5. Classes/characters?
      1. How flexible is the class
3. Fall damage
4. Most likely single player vs ai
5. Turn based probably
   1. What are the actions in a turn
   2. What is movement
   3. Do we have a team
      1. Does the whole team go at the same time
      2. A system of initiative
6. How do we handle enemies
   1. Attacks?
      1. Ranged
      2. Melee
      3. Types of damage/armor
   2. Discourse(lol)
7. Do we have npc allies
8. Do we have equipment
   1. Armor
      1. Do they have more than basic stats
      2. How are they obtained
   2. Weapons
      1. Range of choice per class
      2. Drops from enemies?
      3. End of mission rewards
   3. Items
      1. Potions
      2. Buff /debuff
9. Shops
   1. Implies currency
      1. End of stage reward
      2. Kill bounty
      3. Ransom enemies for extra loot
10. Level Maps
    1. Destructible parts
       1. Can it change the overall terrain
       2. Breaking a ledge base drops the whole ledge
    2. Obstacles
       1. What is traversable
       2. Can it affect move speed
11. Overworld? no
    1. Or just stage by stage
    2. Do we even have stages
       1. Hand crafted
       2. Procedural stages maybe later
          1. Terrain?
          2. Enemy pos/qty
          3. Starting point?
    3. Continuous stages ie bigger stages
       1. Checkpoints?
12. Music
13. Sound effects
14. Theme?
    1. Technology-wise
    2. 80’s retro futurism
    3. Mix match of themes, not a big deal
       1. Fantasy modern w/e cyberpunk
       2. Veering towards some goofyness