Morpheus  
Genre: 3D Turn Based Strategy (Think XCOM 2/ Heroes of Might and Magic)

Players: Single Player and Developed for PC

Description:

* GAMEPLAY: Combat orientated game in which player is able to move across a chessboard style, attack enemies with ranged/melee weapons, pickup items that permanently modify the player’s unit, command allied units.
* Game will alternate between AI and Player turns. Obstacles/Environment may provide cover/height advantages (similar to XCOM 2).
* Game will make use of procedural tiling/environment generation techniques as a core feature.

**Combat System Notes:**

All units will need Aim, Defence, Movement, Hitpoints and Damage to form the basis of the combat system.

* Aim (Percentage chance to hit target minus the targets defense)
* Defence (Targets chance to dodge/resist damage plus situational bonuses like cover/terrain)
* Mobility (number of squares unit can move)
* Hit Points (number of points of damage can be taken before destroyed)
* Damage (amount of damage dealt based on current weapon)