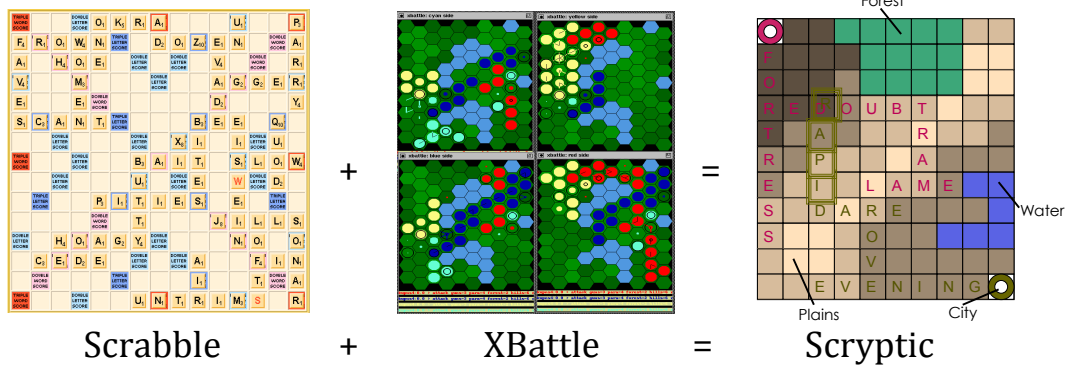


# Scriptic Concept



**Inspiration:** Scrabble, Words with Friends, XBattle

## Game Description:

Scriptic seeks to combine a crossword-style word game (such as Scrabble) with an abstract strategy game (such as XBattle). It is a two-player game in which players take turns to build separate crosswords on a gridded board. When player's crosswords come into contact a combat takes place, with words being removed from the loser's crossword.

Squares on the board represent different types of terrain – plains, forests, mountains, rivers and ice – which have different effects on how words are placed. For instance, mountains provide a defensive bonus during combat, while rivers must be bridged (a word cannot start or end in a river square).

Players start from special city squares and the goal is to win by outscoring an opponent or by capturing their home city. A player scores by adding words to their crossword or defeating words in the opponent's crossword.

A number of features differentiate this game from others (particularly Scrabble):

- Connotations: gameplay is influence by the meaning of a word. For instance a word with attacking connotations (e.g., sword) will be more effective in attacking an opponents crossword.
- Redeployment: words on the board can be lifted and their letters placed elsewhere, allowing players to adapt and reconfigure their crosswords.

**Genre:** Word, Strategy

## Differentiating Features:

- Turn-based interaction suits a stop-start iPhone gaming style
- Straddles two less-occupied iPhone genres
- Potential appeal to non-gamers
- Relatively simple development with possibility for extensions

## Development Team:

- James Gain [Programming]
- Patrick Marais [Programming]
- Stephen Meyer [Art]