Game Details

1. Socket based 1v1 game play inspired by Orlog (a norse board game explicitly playable on Assassin's Creed Valhalla)

2. Key elements of the game:

   a. Sikka - For toss. This will be used to decide which player will get the chance to roll the pasa first. Then the entire game runs in this order only, one after another.

   b. Pasa (Dice) - A dice with six faces each face represents either offensive move, defensive trick, stealing trick or Yagya (Prayer) to get more Vardan Tokens.

   c. Vardan Tokens - Tokens needed to ask for a var (favor) from the devta (god).

   d. Devta Cards - A range of cards for different devtas (gods) with a specific power that can be used in the game.

   e. Arogya Mani (Health Stone) - Signifies health of the player. The more the better. Each player starts with 20 of them.

1. Phases of the game:

   a. There will be three phases in each round. A game can have multiple rounds till one player loses all their Arogya Mani.

   b. Ran Neeti (Phase 1) - At the beginning of each round, both players alternate between who rolls their set of pasa (dice). A player can roll their set of pasa up to 3 times, choosing which pasa to keep and which to re-roll in the next turn, creating a strategy.

   c. Devik Vardan (Phase 2) - Players get one Devta Card randomly. Opponent can see the selected Devta but cannot see if the opponent is spending Vardan Tokens on it. Devik Vardan gets executed based on the priority mentioned on the Devta Card. Based on the Devta Card, the action time of

Devik Vardan can vary. Some Devik Vardan can get executed at the beginning of Phase 3, while some takes action at the end of Phase 3.

   d. Yudh (Phase 3) - Devik Vardan with TTTA (Time To Take Action) marked as "beginning" will get executed. The pasa rolled and selections made by both the players come into action. Damage is dealt, attacks get blocked, Vardan Tokens get stolen, Vardan Tokens are earned. Devik Vardan with TTTA marked as "end" will get executed at last and the round finishes. At the end of the round, Arogya Mani will be checked. If a player has none left, the game ends and the opponent gets declared as the winner. Else, the next round gets started which will again have all the three phases.

2. Has no DB connected. Player simply finds a match, connects with another player finding the match and the game begins.

3. The game ends either when a player losses all their Arogya Mani or quits.

4. Player name, avatar and other personalization information remains on their browser storage (local storage). No backend storage is involved anywhere.

Sikka (Coin)

1. A coin is displayed on the screen. Each player selects a side, heads or tails. If a player selected heads first, tails will get assigned to the other player automatically and the coin will be flipped. A flipping animation will be played for 3 seconds and result will be shown on both player screens.
Message shown in a popup with a "Let's Play" button (Mandatory for each player to click) post the toss. For ex, the result was heads, the message will look like this:

   a. For winning player - "Heads it is, you will go first"

   b. For losing player - "Heads it is, you will go second"

2. Result of Sikka toss not only decides the sequence of pasa (dice) roll, but also sets the default sequence of the whole game ahead.

Pasa (Dice)

1. Each player will have 6 dice called pasa. Each pasa has 6 faces just like any other dice.

2. Faces of a pasa:

   a. Bhala - A traditional hand-held weapon. Does one damage to the opponent.

   b. Teer - A ranged weapon. Does one damage to the opponent.

   c. Kavach - A wearable defensive gear. Blocks opponent's one Bhala attack.

   d. Dhal - A hand-held defensive gear. Blocks opponent's one Teer attack.

   e. Kapat - A trickery that can steal opponent's one Vardan Token.

   f. Yagya - An additional face that can have one of the above five faces with an additional effect that can add one Vardan Token to the player's account at the start of resolution phase.

3. A set of six pasa will have the following faces. Generated using a `pasaGenerator` function for each player at the beginning of the game:

```
[
  {
    "id": 1,
    "faces": [
      {"id": 1, "type": "bhala", "yagya": false}, // face 1 same for all
      {"id": 2, "type": "teer", "yagya": false}, // face 2 same for all
      {"id": 3, "type": "kavach", "yagya": false}, // face 3 same for all
      {"id": 4, "type": "dhal", "yagya": false}, // face 4 same for all
      {"id": 5, "type": "kapat", "yagya": false}, // face 5 same for all
      {"id": 6, "type": "bhala", "yagya": true}, // varies for each dice
    ]
  },
  {
    "id": 2,
    "faces": [
      ... // face 1-5 same for all
      {"id": 6, "type": "teer", "yagya": true}, // varies for each dice
    ]
  },
  {
```

```
      "id": 3,
      "faces": [
         ... // face 1-5 same for all
         {"id": 6, "type": "kavach", "yagya": true}, // varies for each dice
      ]
   },
   {
      "id": 4,
      "faces": [
         ... // face 1-5 same for all
         {"id": 6, "type": "dhal", "yagya": true}, // varies for each dice
      ]
   },
   {
      "id": 5,
      "faces": [
         ... // face 1-5 same for all
         {"id": 6, "type": "kapat", "yagya": true}, // varies for each dice
      ]
   },
   {
      "id": 6,
      "faces": [
         ... // face 1-5 same for all
         {"id": 6, "type": "bhala", "yagya": true}, // varies for each dice
      ]
   }
]
```

4. Six pasa (dice) are thrown at once. Player can choose which all they want to pick for the phase 2 and which all they want to re-roll in the next turn. The opponent does the same and re-rolls happen alternatively. Player can also select all six pasa in the first roll only, that is allowed. In this case the other player will get the three roll chances in a row. Three is the max re-roll count in a round but not minimum.

5. Visually, a "Roll pasa" button will be there, and the pasa face will appear on the screen in random order. Player can click to select the pasa. Selected pieces will come on the left panel. If a pasa is clicked from the left panel, it will come back to pasa list again until the player marks the step as done. The remaining pasa on the main board will be re-rolled in the next turn.

Vardan Tokens

1. By default, the game will start with 2 Vardan Tokens available for both the players.

2. After building the war strategy by selecting the 6 pasa faces in the phase 1, phase 2 i.e. Devik Vardan phase starts where players will choose whether they want to spend their Vardan Tokens to get the Devta Card to use its Devik Vardan in phase 3 (start or end).

3. Phase 3 will check if the player has enough Vardan Tokens at the time of the execution of Devik Vardan. If not, the Devik Vardan will not take action and the game will move on to the next step.

4. Visually, Vardan Tokens can look like golden colored hollow circles.

Devta Cards

1. There will be 4 Devta Cards. At the start of the game, the game will assign one Devta Card randomly to each user.

2. Devta Card looks like a card with its front side having an image and a name. On click, the card should flip and the back should have the details of the card along with the total Devta Tokens it requires to use its Devik Vardan. It will also of details of action point, like "beginning" or "end" of phase 3 i.e. Yudh.

3. Visually, it will have a copper colored texture (ancient look).

4. Here is a list of Devta Cards in JSON:

```
[
  {
    "id": 1,
    "name": "Bali",
```

```
        "description": "The Gada Bearer. Know for his brutal damaging skills. This Devta can introduce fear in the heart of the fearless.",
        "tokensRequired": 4,
        "actionTime": "beginning",
        "priority": 2, // comes into play when Devik actions have same actionTime

        "type": "attacker",
        "damage": 5 // 5 Arogya Mani will be removed from opponent
    },
    {
        "id": 2,
        "name": "Arjun",
        "description": "The Master of Arrows. Dhal can't stop him. All Teer will hit the target. Opponent's Dhal will be removed. A combination of power and precision.",
        "tokensRequired": 6,
        "actionTime": "beginning",
        "priority": 3,

        "type": "supporter",
        "effectType": "remove",
        "affectedMove": "dhal" // all dhal selected will be removed
    },
    {
        "id": 3,
        "name": "Kahna",
        "description": "The Master Mind. Moves first and removes the amount of Vardan Tokens the opponent decided to use in the next turn making them unable to use Devik Vardan.",
        "additionalNote": "After the effect, if the opponent still have enough Vardan Tokens left, opponent's Devik Vardan will still take action."
        "tokensRequired": 6,
        "actionTime": "beginning",
        "priority": 1,
```

```
      "type": "supporter",
      "effectType": "remove",
      "affectedMove": "vardanTokens" // equivalent to the amount the oppone
 nt selected to be executed in the coming phase.
    },
    {
      "id": 4,
      "name": "Prithvi",
      "description": "Earth Goddess. Heals by adding Arogya Mani at the end o
 f the Yudh. She is the ultimate nourisher.",
      "additionalNote": "If the Arogya Mani is max during time of execution of t
 his Vardan, it will have no effect."
      "tokensRequired": 5,
      "actionTime": "end",
      "priority": 1,

      "type": "healer",
      "heal": 3 // 3 Arogya Mani will be added to Player
    },
 ]
```

Arogya Mani

1. Health Stones to signify health (life) in the game.

2. The game starts with 20 Arogya Mani on each player.

3. The player who rans out of all loses the game.

4. VIsually, it should look like blue shiny circular stones. Sapphire looking stones.

A Complete Gameplay for Demo - Step by Step

- User creates a game profile:
  - Enters a username

- Select avatar color (applied on a dummy body image)
- Finds an opponent:
    - Check if profile is completed.
    - Enables a button "Find Match"
    - The player enters the match queue
    - The next player when searches for a match, gets connected with the first available opponent in the queue
- Match found, game starts:
    - Coin is displayed on the screen.
    - Both players (on their system) picks a side (Heads or tails).
    - If a player selects quickly, other player will get the other option auto-assigned. For example, player one picked tails, so player two will get heads automatically and the toss will begin instantly.
    - Tossing animation will be displayed for 3 seconds
    - Result will be displayed on the screen (as explained in the description of Sikka above)
- The game moves to the next step automatically:
    - The player who won the toss will get the chance to roll their set of pasa first.
- Before starting the phase 1, a Devta Card will be assigned to each player out of the four available options. Both players cannot have the same Devta Card.
- The assigned Devta Card should be visible on the right side of their panel.
- The gameplay screen is divided in two parts. The top part is to show opponent's activity and the bottom part is to show user's activity. The screen gets divided into two equal parts.
- Phase 1 starts (example game flow):
    - Player one rolls the set of pasa. Gets the following faces: bhala, teer, teer, teer, dhal, kavach.

- Player one decided to select bhala and one teer from the result and keep the other pasa for the next roll turn.

- So, now Player one has already frozen two moves - bhala and teer.

- Player two will now make his first roll, and gets - kapat, bhala, kapat, dhal, kavach, kavach

- Player two decided, not to pick any option in this round and saved all their pasa for the next roll.

- Player one again got the chance to roll, and rolls his remaining four pasa. And gets: kapat, dhal, bhala(with yagya), teer

- Player one decided to pick all the available options and leave no more pasa for the next roll.

- Player two get his second chance to roll. He rolls all his six pasa (as he didn't make any selection in the previous roll). He gets: teer, teer, kapat, kapat, dhal, kavach.

- Player two decided to select teer, kavach and dhal. Player two saved the remaining three pasa for the next roll.

- Since player one has already made all his selections, he will get no further roll chance because there is nothing to roll.

- So automatically, player two will again roll the remaining three pasa. He gets: teer, teer, kapat.

- Since this was player two's third roll (final roll), the options he got in this roll will get automatically selected.

- Phase 1 ends here.

- Phase 2 starts (Devik Vardan demo):

  - In the beginning, each player has only two Devta Tokens.

  - Player can click on the tokens to get an option to request for Devik Vardan. (Irrespective of how many tokens they have at that moment).

  - This means, the check for the tokens, has to be made just before the execution of Devik Vardan and not during the selection of the move.

- Phase 3 starts (Yudh demo):
  - If there is an Devik Vardan, that needs to be executed, must be executed now based on the time "actionTime", should be "beginning" and priority wise the Vardans should take action. Vardan tokens required should be checked at this point. If the player has enough of them, execute the move.
  - Player one pasa looks like:
    - bhala, teer, kapat, dhal, bhala(with yagya), teer
  - Player two pasa looks like:
    - teer, kavach, dhal, teer, teer, kapat
  - Attack execution (with simple animation) [P1 - Player One, P2 - Player Two]

    ```
    P1
    pasa: [bhala, teer, kapat, dhal, bhala(with yagya), teer]
    vardanTokens: 2
    arogyaMani: 20


    P2
    pasa: [teer, kavach, dhal, teer, teer, kapat]
    vardanTokens: 2
    arogyaMani: 20
    ```

    - "P1 bhala" gets blocked by "P2 kavach" - Both pasa gets removed from the screen (resolved)

    ```
    P1
    pasa: [, teer, kapat, dhal, bhala(with yagya), teer]
    vardanTokens: 2
    arogyaMani: 20


    P2
    pasa: [teer, , dhal, teer, teer, kapat]
    ```

```
vardanTokens: 2
arogyaMani: 20
```

- "P1 teer" gets blocked by "P2 dhal" - Both pasa gets removed from the screen (resolved)

```
P1
pasa: [, , kapat, dhal, bhala(with yagya), teer]
vardanTokens: 2
arogyaMani: 20

P2
pasa: [teer, , , teer, teer, kapat]
vardanTokens: 2
arogyaMani: 20
```

- "P1 kapat" takes one "P2 Vardan Token" (if available) - P1 kapat gets removed from the screen and P2 Vardan Tokens get subtracted by 1 (if greater than 1)

```
P1
pasa: [, , , dhal, bhala(with yagya), teer]
vardanTokens: 3
arogyaMani: 20

P2
pasa: [teer, , , teer, teer, kapat]
vardanTokens: 1
arogyaMani: 20
```

- "P1 bhala (with yagya)" attacks "P2" - P2 loses one Arogya Mani. P1 gains one Vardan Token since it was a yagya enabled face.

```
P1
pasa: [, , , dhal, , teer]
```

vardanTokens: 4
arogyaMani: 20

P2
pasa: [teer, , , teer, teer, kapat]
vardanTokens: 1
arogyaMani: 19

- "P1 teer" attacks "P2" - P2 loses one Arogya Mani

P1
pasa: [, , , dhal, ,]
vardanTokens: 4
arogyaMani: 20

P2
pasa: [teer, , , teer, teer, kapat]
vardanTokens: 1
arogyaMani: 18

- P1 striking ends. P2 striking starts.

- "P2 teer" gets blocked by "P1 dhal" - Both gets removed from the screen.

P1
pasa: [, , , , ,]
vardanTokens: 4
arogyaMani: 20

P2
pasa: [, , , teer, teer, kapat]
vardanTokens: 1
arogyaMani: 18

- "P2 teer" attacks "P1" - P1 loses one Arogya Mani

```
P1
pasa: [, , , , , ]
vardanTokens: 4
arogyaMani: 19

P2
pasa: [, , , , teer, kapat]
vardanTokens: 1
arogyaMani: 18
```

- "P2 teer" attacks "P1" - P1 loses one Arogya Mani

```
P1
pasa: [, , , , , ]
vardanTokens: 3
arogyaMani: 18

P2
pasa: [, , , , , ]
vardanTokens: 2
arogyaMani: 18
```

- "P2 kapat" takes one Vardan Token from "P1"
- All pasa removed for both the players.
- Game will look for any Devik Vardan to be executed of actionTime "end". If yes, it will check if the player has enough Vardan Tokens at that point. If yes, executes the Vardan else moves on back to phase 1.
- Again the same process of rolling the pasa starts.

- During each step, the phase should be announced on the middle of the screen.

- Game ends when a player loses all its Arogya Mani.

- The winner name is declared and the screen freezes there with a button "Exit Game". The button will take the user back to landing page to start a new game.

- Screen Layout:
  - Should run only on screen wider than 1280 px and larger than 720 px
  - Screen smaller than that should not get the option to play the game.
  - After the Sikka toss, the screen must get laid out top to bottom in three sections:
    - Section one, top most part, place to show opponent's move
    - Section two, middle part, to put the selected pasa by both the players indicating war zone
    - Section three, bottom part, place to show player's move
  - Top most and bottom most sections should have three horizontal sections:
    - Section one, left most part, to show Arogya Mani (Stone with count)
    - Section two, middle section, to roll pasa and display roll results, where user can click to select the pasa.
    - Section three, right most part, to show the Devta Card and the amount of Vardan Tokens available.

- Theme:
  - The overall display theme of the game should be brownish, copper like, ancient vibe.