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Report:

Board Game

Clash Of Thrones

Agenda

- Game characters
- Game Scenario & Rules
- Code Structure & real
Implementation

1-Game Characters

1-Player One 

2-Player Two 

3- Castles    

2-Game Scenario & Rules

The Two players Press Start game buttons then a pop screen will appear for players to write their names. Then each player start with 100 life Point and 20 points for attack and defense. Each player could move 3 steps horizontal or vertical. Each time a player get a castle he earn 20 points for defense and attack. The player could pass by the castle and earn points as he want. When two players been on the same block they must start a fight if the two players have the same attack points no one will lose any life point. If Player One attacked Player Two. Player Two have only to choice to attack or defense if the player attack the damage will as the attack point of player one,else it will be half of the attack of value. The game end whenever one of the players life points equal or less then zero. Counter Moves, Player can avoid attacking by staying at the castle Block or by attacking the stronger worrier first.

3-Code Structure & real Implementation will be presented in visual studio code and browser.

