

# Dodgeball Tactics

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Due: 9/13/16

## Game Overview

Dodgeball Tactics is a turn-based tactical game set in the gym of your neighborhood school. Two players match wits (and imaginary arms) head-to-head as they control their respective dodgeball team's positioning and strategy to eliminate the other team's players first. Above all, remember the 5 D's: Dodge, Dip, Duck, Dive and Dodge!

## Target Audience

Dodgeball Tactics is aimed at consumers ages 12+, with a focus on those who may already enjoy games that combine tactical thinking and planning with elements of random chance, such as Risk, Dungeons and Dragons, and Magic: The Gathering.

## Platform

Dodgeball Tactics is being developed as a board game with the intention of building and launching a PC version shortly after.

## Features

- Players take turns moving their team around a grid-based board set in the school gym where the yearly big dodgeball game is happening.
- Player units eliminate opposing player units by hitting them with dodgeballs or catching dodgeballs thrown at them.
- Dodgeball throws are determined to hit, miss or be caught based on a combination of distance from the target (in spaces) and a roll of dice, with modifiers depending on the involved units' types.
- Each team has three different unit types. An offensive type, a defensive type, and one on each team being a 'hero' type unit known as the 'Ace'.
- Players may bring eliminated units back into the game by catching a ball thrown by an opponent.
- The first team to eliminate every unit on the opposing team is the winner!