Game Overview

Working Title

Codename: Conquest

Final Name: (name in progress)

Elevator Pitch

We're developing a strategic board game in which players compete to see who can gain control of the board. The twist is that there are cards that affect how the game plays out by affecting both the players and the board in different ways. Its gameplay is aimed to make it so that the player's strategy adapts based on how the game is progressing. Its theme is currently undecided therefore, this document only outlines the core basics of the game.

Concept

Overview

- **Genre:** Real-time strategy (RTS)
- **Target audience:**
  - **Everyone**
  - **Age:** 10+

Objective

The main objective of the game and the way to win is to either eliminate the other player/players or to have the most claimed spots on the board once the entire board has been claimed.

Theme and Setting

The theme is currently undecided.

Project Scope

Our team

- **Game Dev:** Eric Ni, Christian Solis
- **Game Design:** Eric Ni, Christian Solis
- **Game Art & Aesthetics:** Nadine Tran

Mechanics

Actions

Attacking Another Player

You attack another player by landing on a spot connected to the spot they are currently on. The enemy player cannot attack back when they are being attacked. They must wait until their turn to initiate an attack. They may only rely on any cards in their hand and their defense stats.

Defending From A Player

A defending player must rely on their defense stats in order to determine how much damage they take and whether or not they survive an attack. A defending player can only do one thing while it is not their turn and they are being attacked and that is play cards from their hand before the actual strike takes place. (Ex: Player 1 attacks Player 2. Player 2 plays a card that increases their health. A strike that would have caused Player 1 to win is now not enough due to the increase in health. Keep in mind that Player 1 is also allowed to play any attack cards if they want to increase their attack to counter the additional health.)

Moving

To move the player will draw a singular move card at the beginning of their turn and then move that many spaces. Players are allowed to move again during their turn if they at any point land on a spot that provides them with another move card.

Claiming Spots

You claim a spot on the board by landing on any unclaimed spot on the board. If you go over other spots on your path, you do not claim them unless otherwise specified by something like a card or ability. You only claim spots that you physically land on.

Drawing Cards

The player draws one move card at the beginning of their turn and nothing else. More cards can be obtained by landing on specific spots located on the board itself. Out of the many unclaimed spots, some spots on the board will have colors that correspond to one of the four decks of cards. When you claim a spot with a specific symbol you grab a card from its corresponding deck. These cards can be one of 4 types: Move Cards, Board Cards, Attack Cards, and Defense Cards.

Early Game

At the beginning of the game, every player must pick a spot to start from. The player cannot just start at any spot on the board. They are required to pick from one of four choosable starting spots.

Cards

Move Cards

These cards allow you to move anywhere from 1-10 spots. They are the main card used throughout the game.

Board Cards

These cards allow you to affect the board. They have a variety of different effects that can either slightly or drastically change the board. (Ex: Changing a spot that the enemy claimed to your color.)

Attack Cards

These cards provide the player with certain buffs to their attack stats. The strength of these buffs can change throughout the game depending on if you are winning (most claimed spots) or not. (Ex: +5 attack, if winning only +2)

Defense Cards

These cards provide the player with certain buffs to their defense stats. The strength of these buffs can change throughout the game depending on if you are winning (most claimed spots) or not. (Ex: +5 health, if winning only +2)

Temporary Cards vs. Permanent Cards

Every card in the game is either a temporary card or a permanent card. Temporary cards have a set amount of time they provide a certain effect while permanent cards last throughout the entire game.