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| Team Name | Team Zalpha |
| Game Name | Random Mania |
| Member 1 | Zak Evans | Team Leader/Art |
| Responsible for team coordination, identifying strengths and weaknesses among the team and equally distributing work among the members. Although we will rely mostly on voting systems for ideas implemented into the game. |
| Member 2 | Rhys Oliver | Sound/Code |
| Responsible for obtaining sound files that can be used in the game. Also partially responsible for coding, we feel the most difficult part of this development will be the code itself. |
| Member 3 | Osian | Code/Art |
| Responsible for coding and artwork. Although coding is our greatest concern if need be another member can come in and assist with the artwork should one members efforts not be enough. However artwork is straightforward in this games case  |
| Member 4 | Reza | Code |
| Responsible for the coding backbone of the game, this member will be responsible for solely coding. |

**Concept**

Our game is a grid based card game. Looking at the grid below you can get a generalization about our game. The ‘player’ located at E7 has the ability to move one block up, down, left, or right depending on what he encounters will depend on the next few steps. Will he battle a monster or manage to go in the direction of the ‘Power-up’?

The player can have a selection of characters which he also chooses randomly, Warrior, Rouge and Peasant are among the few classes the player can choose. Each class has certain aspects which are good and some which are bad.

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|  | A | B | C | D | E | F | G | H | I | J |
| 1 | Monster | Power-up | Debuff | Power-up | Monster | Power-up | Monster | Debuff | Monster | BOSS?? |
| 2 | Debuff | Monster | Monster | Monster | Monster | Monster | Monster | Monster | Monster | Monster |
| 3 | Power-up | Monster | Monster | Monster | Debuff | Monster | Power-up | Monster | Monster | Monster |
| 4 | Monster | Monster | Monster | Monster | Power-up | Monster | Monster | Monster | Power-up | Debuff |
| 5 | Debuff | Monster | Power-up | Monster | Monster | Monster | Monster | Monster | Monster | Power-up |
| 6 | Power-up | Monster | Monster | Monster | Monster | Monster | Monster | Monster | Power-up | Monster |
| 7 | Monster | Power-up | Debuff | Power-up | Player | Monster | Power-up | Power-up | Debuff | Monster |

Each cell located in the table above is one block within the game, each of these blocks as I’ve said can have a random monster, power-up or Debuff. Each of these are cards taken from a deck, the idea is to have a large deck of the types of cards and the game takes a random amount from the deck. For example:-

* There are 70 blocks in which cards are laid out in the grid above.
* 50 are monsters
* 10 are power-ups
* 8 are Debuffs
* 1 is a Boss
* 1 is the player

If the game has say 100 monsters it takes 50 out of that 100 at random and places them randomly on the map. Each of these monsters can have certain prefixes that allow them to become more powerful on a different type of terrain.

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* Light forest
* Water/River/Lake
* Mountainous
* Dense forestry
* Lava/Molten
* Sand/Desert

Below is an example of a card

Being able to complete and progress in this game depends on these statistics, strength, dexterity and agility. Of course these are subject to change in order to add more depth and balancement in the game. The statistics box indicates that the ‘Sabertooth’ performs better in light forest terrain. This may have a x1.5 multiplier to their statistics. The reasoning behind this is under the right circumstances even easier monsters can give you a harder time in their beneficial environment.

Sabertooth

Strength – XX

Dexterity - XX

Agility - XX

In order to complete the game the player must defeat the boss or in a different scenario completely reveal all cards/defeat all monsters.

**Player vs Player**

The idea for player vs player is the exactly the same as the game in single player except the opposite players location is indicated. Each player has 3 lives, depending on which is the strongest should they fight each other the loser will lose a life. When a player loses a life he or she then has 5 turns where they do not have to give their opponent their position. This allows the player so strengthen up in order to defeat their opponent.

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| Tossed around ideas |
| * Use of Dice

Player Vs PlayerEach player after 3 moves can use dice the 1 .use one of the other player’s power ups 2. reduce one of his monsters and the player is free and he can choose the card by himself3. Improve health4. empty5. reduce 40 percent from his powers and health6. remove one of the power ups in the other table and add one extra monster to it |
| * Mana

Multiple uses of a resources used by both players and enemies |
| * Bosses, terrain bosses
 |
| * Weather cards/effects
 |
| * Hunger/Health regeneration battle system

Edible monsters which increase your health/hunger bar |
| * Real time/No cards
 |
| * Roaming monsters
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