



Evolution and Fate

2D Top Down Turn Based Strategy Game

Brandon Hernandez | Nicholas Jordan | Nicholas Larson | Marbien Jimeno | Adam Ostlund
CMPS 3350

Overview:

You enter a 2-dimensional world and take control of a hero of your choice. As you navigate the game board working around difficult obstacles and defeating powerful enemies your hero gains in power and in followers. The game board is disappearing however and you only have so many turns to beat the game before you are defeated. You must complete quests before engaging the final boss in combat with a team strong enough to overcome the encounter.

Evolution and Fate is a unique idea merging both a tabletop board game elements with RPG elements intended to provide a challenging experience where you must choose between difficult tasks with what limited movement you have each turn to complete the game before it's too late. The entire world is not out to get you however, there are many beneficial resources that provide your hero the resources they need to succeed against a challenging environment. Exploration will be rewarded and with so many choices it will come down to a chess-like mindset and tough decision making skills to achieve victory.

Technical Requirements:

- Programming in C++

- Graphics with OpenGL
- Inputs
 - Keyboard
 - Shortcut commands for ease of access.
 - Mouse
 - Movement between tiles.
 - Interacting with menus and selecting combat abilities and targets.

Product Features:

- Art
 - 2D screen with a 2D board
 - All top down regardless of phase (combat or movement phase.)
 - Unique models for each individual character/ability.
- System
 - Main Menu
 - Basic NPCs with/without movement.
 - Limited resources per turn, both in combat and movement phase.
 - Movement and Combat phase on unique tile instances.
 - Unique effects when standing on certain tiles.
 - Obstacles preventing movement.

Overall Goals:

- Stat bar associated with every character both player and NPC.
- Simple algorithms that determines combat efficiency such as who attacks first based on speed stats.
- Have a set turn limit that failure to complete the final objective within a certain number of turns means defeat.
- Have a linear questline(story) the player must follow while completing tasks to gain in strength and reach the end.
- Unique and functional tiles with interesting and engaging features.
- Selecting from the hero list to have a unique game experience each time.

Stretch Goals:

Note: These tasks may be tackled after completing our primary goals.

- Another phase outside of combat/movement phase to provide another dimension of strategy and gameplay. I/E puzzle phase.
- Additional boards to play on with static creatures for a different game experience each time.

- Additional difficulties to challenge even the best players.

Division of Labor:

- Once we have base functionality we will be using a trello board where we will create multiple sticky notes with required tasks with varying difficulties. We will be able to monitor who is working on what and how many tasks each person has completed. The goal isn't to complete as many as possible but to allow each person to choose notes with challenges that fit their experiences and time frames. We can even tackle more difficult tasks together.