War for Quintessence

Prototype

Game Programming Laboratory 2008

Lars Krapf   Christian Conti   Sandro Buenter

March 17, 2008

Contents

1 Physical Prototype

1.1 Manual

1.1.1 Stats
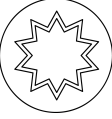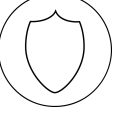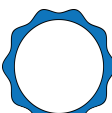
Faction / Units	Scout	Shock Troop	Tank	Support
Air	Move: 8 Attack: 2 Damage: 1 Defense: 9 HitPoints: 6 Range: 1	Move: 7 Attack: 3 Damage: 2 Defense: 8 HitPoints: 5 Range: 1		Move: 8 Attack: 1 Damage: 1 Defense: 8 HitPoints: 7 Range: 8
Fire	Move:7 Attack: 3 Damage: 3 Defense: 6 HitPoints: 4 Range: 1	Move: 6 Attack: 3 Damage: 4 Defense: 6 HitPoints: 4 Range: 1	Move: 6 Attack: 3 Damage: 3 Defense: 6 HitPoints: 6 Range: 1	
Water	Move: 6 Attack: 3 Damage: 2 Defense: 6 HitPoints: 6 Range: 1		Move: 5 Attack: 2 Damage: 3 Defense: 7 HitPoints: 8 Range: 1	Move: 6 Attack: 2 Damage: 2 Defense: 6 HitPoints: 7 Range: 6
Earth		Move: 5 Attack: 2 Damage: 3 Defense: 7 HitPoints: 8 Range: 1	Move: 4 Attack: 1 Damage: 3 Defense: 8 HitPoints: 10 Range: 1	Move: 4 Attack: 1 Damage: 2 Defense: 8 HitPoints: 9 Range: 4

Table 1.1: Faction-Unit-Attribute Table

1.1.2 Material

- 2x6-eyed dice

- **Firefaction:** 1xScout-, 1xShockTroop-, 1xTankitem (all hexagonal-shaped)

- **Waterfaction:** 1xScout-, 1xSupport-, 1xTankitem (all hexagonal-shaped)

- **Airfaction:** 1xScout-, 1xShockTroop-, 1xSupportitem (all hexagonal-shaped)

- **Earthfaction:** 1xShockTroop-, 1xSupport-, 1xTankitem (all hexagonal-shaped)

- 2xQuintessenceitem (hexagonal-shaped)

- Faction-Stats-Cards

- Playfield (21x21 hexagonal spots)

1.1.3 Rules

- Turnbased movements (each team always moves together)

- Roll a dice to choose who starts

- At beginning: Each player places his units around spawn point of his base (max. distance from spawn point = 2)

- **Win conditions:**
  - First team to get Quintessence = 100 wins (if Quintessence = 0 -> loose)
  - Kill all units
  - Destroy spawn points

- **Combat:**
  - Melee: Distance =1 (adjacent units) -> Attack
  - Higher Movementstats of units determine attack order (if movementstats equal -> attack together)
  - to perform a successful hit: eyes of 2 dices + Attack > Defense
  - Damage: as unit
  - When support is in melee -> range = 1

- **Quintessence:**
  - Distance = 0 to capture a Quintessence-Resource
  - Getting onto a Quintessencefield gives 10 points
  - Remaining on Quintessencefield gives another 10 points per turn
  - Cost of respawning a unit = 20 points

- **Spawn points S:**
  - Units respawn in the spawn area (dist=2 from **S**)
  - **S** has 12 hit points
  - When **S** gets attacked, it directly loses the damage points caused by attacking unit

- **Turn phases when respawning:**
  - Respawn
  - Move
  - Attack
    * Declare targets
    * Roll dices

1.1.3.1 How to use the Stat-Cards

The Stat-Cards are used to keep track of all the stat-changes of all units during the game (includung your enemy's). At the top one can find all the stat-attributes (such as "Attack", "Defense" etc.) of all the units used in the game (marked by an orange square in figure 1.1). All the players have to update during the game is Hit Points and Quintessence. This can be done in the unit-fields for the units and in the quintessence field for quintessence. The red square in figure 1.1 for example marks the fields for the HitPoints of the Fire-Faction's Scout-Unit. When a unit looses Hit Points in a combat, one can update this unit's Hit Point Stat by simply drawing the according number of lines in the field below the Hit Point Number (marked by the blue square in figure 1.1). A unit dies when the number of lines equals the given number of Hit Points. When a unit gets respawned one simply updates the Hit Point Stats in the cell next to the old one. Each time a player gains a unit of quintessence, he can add a line in the positve field of quintessence. If one uses quintessence to for example respawn a unit, one can add the appropriate amount of lines in the negative field of quintessence. A player runs out of quintessence as soon as the number of lines in the positive field equals the numbers of lines in the negative fields.

Figure 1.1: Statcard example

1.2 Problems

The main problem when creating a pen and paper prototype of our type of game is the real-time element that can't obviously be recreated as it should be in the game. Thus we decided to make it a turn-based game on the model of wargames where there still are some basic elements that reflect the real-time version. An example is speed that has been transformed into a distance that the unit can move during a turn. Another problematic component was the melee combat part that was changed a bit in order to make it work. Because the real-time component is lost, the game is much slower and allows a player to think more on the decisions to take. This probably highlights the idea of tactical gameplay more than its virtual counterpart. Having some sort of limited time for decisions to mimic more our idea is not an option we consider valid because of the chaos it would cause. Another big difference can be found in the balancing of the game Elements: since only the core of the game is preserved, what's balanced on paper is probably not in the real-time version.