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Production 1
Project 1: Game Sketch

Snowman Territory War

Intent

The intent of this game is to create a 2D turn-based strategy game where two players control snowmen fighting for survival in a rapidly fading winter. Both teams battle for control of territory of *the* lawn, and the precious snow which coats it.

Potential Audience

This game concept is targeted at players who are seeking a fun, simple take on a traditional tactics game, which they can play with friends.

Context/Environment

Two siblings (a brother and sister) created snowmen at the beginning of winter. Their intense sibling rivalry transferred into their creations. Throughout the long season, both sister's snowmen and brother's snowmen have been at WAR, yet as spring approaches, still no victor reigns over the lawn. This is the final battle between both sides.

Gameplay

Goal: Destroy all of the other player's units.

Game Overview: The game starts off one player controlling the left side of the lawn and the other controlling the right hand side. The screen will show the entire lawn from a isometric front-view (as seen in our concept doc in pineapple). Player one will go first and select one unit to move and attack. Once confirmed, that unit will move and attack. Then Player two's turn will begin and they can also move and attack with one unit. This continues until one player's units have all been destroyed.

Movement:

Depends on the size of the snowman.

Tiny, Melty Snowman	5 grid blocks
Small Snowman	4 grid blocks
Midsize Snowman	3 grid blocks
Largest	2 grid blocks

Tiles:

Each level plays out on a grid of 8 x 16 tiles. The kinds of tiles that exist are listed below. Tiles the player can move to with each unit should be highlighted during their turn.

Tile Name	Accessible to Player	Description
Snow	Yes	The default tile for most of the map. When a snowman enters one of these tiles, the snow is consumed, the snowman gains 2 health, and the tile is replaced with grass.
Grass	Yes	The tiles found under snow. When a snowman enters one of these tiles, the snowman loses 2 health.
Hot Pavement	Yes	Pavement tiles are incapable of being covered in snow. When a snowman enters one of these tiles, the snowman loses 4 health.
Ice	Yes	Ice tiles are incapable of being covered in snow. They usually form bridges across pavement, and have no effect on the health of a snowman.
Walls	No	Any surface that players cannot cross.

Player Health:

Each player gets 4 snowmen (2 huge and 2 small) at the start. Each one can have up to a 100 health maximum (100 would be biggest snowman). Health = size of snowman. Each span of 20 health translates to 1 size stage (1-20 is smallest, 21-40 is second smallest, etc).

Attacking:

Each turn the player can move and attack with one unit. They will select a tile to move to then select an attack from a list next to that character.

Attack Name	What it does
Branch (Arm) Swing	The unit swings their arm, reaching 1 grid block around them. Does 5 damage for Tiny and Small, 10 for midsize and 20 for largest.
Ice Ball	A ranged attack that can reach 3 grid blocks around the selected unit. Does 20 damage. Can be used once every 2 turns.
Salt Bomb (A punctured large salt canister)	A ranged attack that can reach 2 grid blocks around the unit. It affects a 3x2 square, damaging any snowmen in that area. Affected tiles have all snow removed, and they are covered in a salt layer, which causes snowmen to take double damage when passing over them.
Carrot Shank	The unit plucks out their nose and stabs a selected enemy within 1 grid block. Does 5 points of damage.

Ending the Game - Success and Failure States

When all of the snowmen on one player's team are entirely melted, that player has officially lost. The game ends, and the surviving player is declared the victor.

Challenge

The primary challenge for players in this concept is the management of a small group of units, generally limited amount of resources. From the start of each match, players are provided with a limited game time, due to a finite snow supply and health pool. They must make effective use of both of these resources, ensuring that they outlast their opponents, and claim dominance over the yard.