[Game Title]

## X Statement

Three layers of chess boards were a commander of a DPS, Heal, and tank archetype control each board.

## Game Summary

Based on chess and auto chess this game will have three chest boards layered on top of each other with each bord having a chosen commander. The top board will be home to the Damage commander, the middle board is home to the tank commander and the bottom board is home to the healer commander. The goal of the game is to use your commander and their units to destroy the opposing team’s power source. When the power source is destroyed you win the game.

**Design Pillers**

* Strategy
* Powerful commanders
* Grind--y
* Power progression

## Gameplay

* Player vs AI
* Three 8x8 grides layered on top of each other to represent the chessboard.
* 1 commander unit for each board.
* 8 basic solder units
* 2 knight units
* 2 rook units
* 2 cavalry units
* 1 vice commander unit
* Player will take turns with the AI
* During a turn, the player (AI) can move 1 unit of each type on each board.
* Players can also use commander abilities during their turn.
* Players can all so move all units except commanders to other layers as long as that same unit type has died.
* For example, if there are 8 basic solder units on both boards 1 and 2 the player cant move the basic solder unit from board 1 to board 2. However, if there are 8 basic solder units on board 1 and 7 onboard 2 the player can move 1 basic solder unit from board 1 to board 2.
* Players can kill opponents Unites just like in chess
* If a unit reaches the opponent's side of the Board sacrifice it to deal damage to the opponent’s power source.

## Goal

When the Player(AI) destroys the power source(HP=0) the player(AI) wins.

## Game Mechanics

Basic mechanics

* Agro
* heals

## Progression & Challenge

x

## Losing

If the AI destroys the player's power source the player losses the game.

## Commanders

* There are three types of commanders
	+ The Damage commander--deals the most damage to the bower source
	+ The tank commander--protects other commanders and the power source
	+ The healer commander--heals other commanders and the power source
* There are three tiers to commanders
	+ Normal---- the weakest level
	+ Demi----balanced level
	+ Ascended---- op level
* Can only have 1 ascended in the party
* Each commander has 3 abilities and an ultimate

### Commander profiles

Tomoyasu | Tier 3 | DPS

Ability 1: hits the target with a spear

Ability 2: puts a dot on the target

Ability 3: removes self from battle filed

Ultimate: deals with lots of damage to the target

Tomoyasu | Tier 2 | healer

 Ability 1: puts a shield on the target

 Ability 2: puts a dot on the target

Ability 3: inviability on target commander

Ultimate: buff target commanders DPS/defense

Tomoyasu | Tier 1 | tank

 Ability 1: Takes agro and deals a small amount of dmg

 Ability 2: self-buff to defense states and apply dots to a target

Ability 3: inviability for 3 turns

Ultimate: every ability triggers twice

NIa | Tier 3 | tank

Ability 1: self heal and take agro

 Ability 2: deals damage in a cone

Ability 3: Takes a hit instead of the target

Ultimate: a defense buff

Nia | Tier 2 | dps

Ability 1: deals dmg

 Ability 2: deals damage in a line

Ability 3: deals dmg in a (T) shape

Ultimate: deals x damage to target where x is the number of basic soldiers on the DPS board

Nia | Tier 1 | healer

Ability 1: massively heal a target

 Ability 2: stun a target

Ability 3: Aoe light heals

Ultimate: buffs defense/ applies self-heal per turn and increases ultimate gage

Teben| Tier 3 | healer

Ability 1: takes the hit for all

 Ability 2: self-heal

Ultimate: if an ally would die he dies instead

Teben | Tier 2 | tank

Ability 1: self buffs defense and takes agro

 Ability 2: deals aoe damage

Ability 3: self invasibility

Ultimate: teleport to any spot on the tank board

Teben | Tier 1 | dps

Ability 1: deals massive damage

 Ability 2: shoots a target dealing small damage and applying self-damage buff

Ability 3: self invasibility

Ultimate: sets target back to 0 |if enemy it will set their HP to 0| if alliy it will set their HP to full hp

**Units**

**x**

## Gameplay Narrative

 Paragraph describing the experience of an example User (Sally Spreadsheet) playing the game from the 3rd person omniscient perspective.

* What actions does Sally do to play the game?
* What does Sally see?
* What are her thoughts while playing the game?
* How does she know what to do?
* Discuss her internal motivations for the decisions she makes.

 [Write in a cohesive paragraph, NOT just question and answer.

## Art style

x

## Concept Art

[mockup image of the spreadsheet game]

## Music & Sounds

x

## Marketing & Funding

x

## Demographics

x

## Platforms & Monetization

x

## Other Ideas

* I think this can also play like an RTS(real-time strategy) game.
* The win condition can also be when all 3 commanders are dead. Just like how you loss the king in chess
* Maybe commanders have pasives