Factsheet: fairy-strategy

Team

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Concept

2D turn-based strategy game, with unique resource mechanics. Player fulfills objectives in a linear level progression, improving their characters
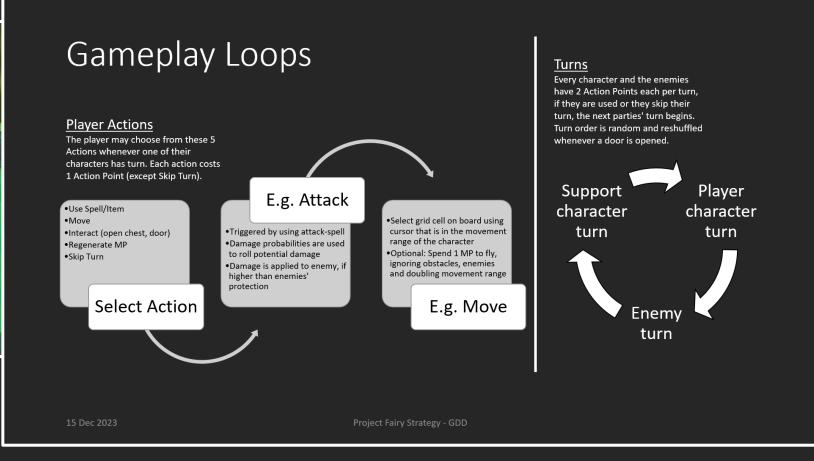
Implementation & Tools

- ❖ VCS: Git / GitLab
- ❖ Organization: GitLab
- ❖ Engine: GameMaker 2
- ❖ Affinity Designer
- ❖ Clip Studio Paint
- ❖ Ableton Live 11
- ❖ Paint.NET
- ❖ Word/Excel/PPP
- ❖ Microsoft Whiteboard

Concept

Next Turn
Move
Inventory

Gameplay Loops

Player Actions

The player may choose from these 5 Actions whenever one of their characters has turn. Each action costs 1 Action Point (except Skip Turn).

Select Action
- Use Spell/Item
- Move
- Interact (open chest, door)
- Regenerate MP
- Skip Turn

E.g. Attack
- Triggered by using attack-spell
- Damage probabilities are used to roll potential damage
- Damage is applied to enemy, if higher than enemies' protection

E.g. Move
- Select grid cell on board using cursor that is in the movement range of the character
- Optional: Spend 1 MP to fly, ignoring obstacles, enemies and doubling movement range

Turns

Every character and the enemies have 2 Action Points each per turn, if they are used or they skip their turn, the next parties' turn begins. Turn order is random and reshuffled whenever a door is opened.

Support character turn → Player character turn → Enemy turn → (loop)

Concept