

# 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

❖ Affinity Designer

❖ Paint.NET

❖ Organization: GitLab

❖ Clip Studio Paint

❖ Word/Excel/PPP

❖ Engine: GameMaker 2

❖ Ableton Live 11

❖ Microsoft Whiteboard

# Concept



## 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).

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

Select Action

E.g. Attack

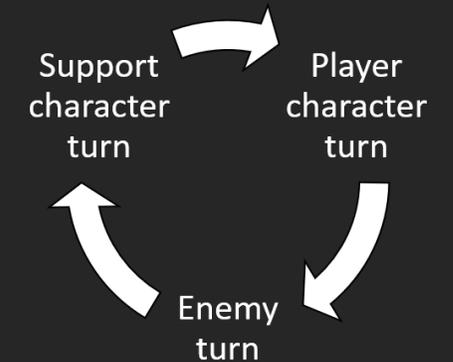
- Triggered by using attack-spell
- Damage probabilities are used to roll potential damage
- Damage is applied to enemy, if higher than enemies' protection

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.



# Concept



## Controls



### Cancel Action

Used to abort an action, like canceling moving and returning to the action select context

### Navigation Input

Used to navigate menus or move a grid cursor.

### Secondary Action

Used to select the secondary option of the context action, like activating flying while movement is selected

### Primary Action

Used to confirm choices or activate primary features, like pressing a button or attacking an enemy



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