# Temporal Arena (Grid based tactics Game) game)
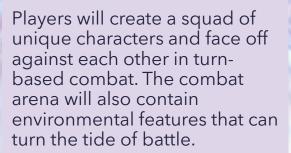
## Max Swietnicki

## Introduction

*Into The Breach*



*Fire Emblem*



I wanted to create a game for my culmination project, and was inspired by grid-based tactics games such as *Fire Emblem* and Into the Breach. I wanted to see if this grid based combat system could be enjoyable and engaging in a Player vs Player environment, rather than a Player vs AI environment.

Players will create a squad of unique characters and face off against each other in turn-based combat. The combat arena will also contain environmental features that can turn the tide of battle.

## Design Goals

I had a couple of design goals with this title:
- Players should have many characters to choose from, to create a unique squad that they can feel a sense of ownership of, or to try different strategies.
- Combat should be tactical. Player's decisions on how they move their characters and which attacks they use should matter.
- Characters should move around the arena often, rather than staying in one spot and hitting each other until one of them falls over.

## Process

- Coding in C#
- Project setup and UI using Unity Inspector
- Image editing using Paint.net or Adobe products if available
- Audio editing in Audacity or Adobe products if available
- Game testing using peers, friends and family, or outside sources (NYU Playtesting, Internet groups)

### Required Resources

- Access to a fast computer that has Unity, an IDE, image editor, and sound editor.
- Access to adobe products (Helpful)
- A team member with art skills (Helpful)
- A team member with UI/UX skills (Helpful)

## Schedule

| Task | Start Date | End Date | Duration (Weeks) |
|---|---|---|---|
| Finalize Design Specifications | 8/25/2022 | 9/15/2022 | 3 |
| First Prototype Due | 9/15/2022 | 10/13/2022 | 4 |
| Playtesting | 10/13/2022 | 10/20/2022 | 1 |
| Second Prototype Due | 10/20/2022 | 10/27/2022 | 1 |
| Playtesting | 10/27/2022 | 11/3/2022 | 1 |
| Third Prototype Due | 11/3/2022 | 11/10/2022 | 1 |
| Playtesting | 11/10/2022 | 11/17/2022 | 1 |
| Final Feature Complete Due | 11/17/2022 | 11/24/2022 | 1 |
| Polish, QA, Adjustments | 11/24/2022 | 12/1/2022 | 1 |
| Total | 8/25/2022 | 12/1/2022 | 14 |

## Budget

| Product or Service | Cost | Required | Total Cost |
|---|---|---|---|
| Adobe Subscription | 5$/Week (20$/Month) | Not Required | 70$ |
| Developer/Designer Labor | 200$/Week (10hrs/Week @ 20$/Hour) | Required | 2800$ |
| Artist Labor | 200$/Week (10hrs/Week @ 20$/Hour) | Not Required | 2800$ |
| UI/UX Designer Labor | 200$/Week (10hrs/Week @ 20$/Hour) | Not Required | 2800$ |
| Total Costs | | Low Estimate: 2800$ | High Estimate: 8470$ |