**Untitled Game Project**

Overview

 This game is a turn-based multiplayer game where two players must fight and defeat the other user while battling enemies, avoiding traps, and obstacles.

 The game starts off on a weapon screen of up to or more than five mystery cases. Each player takes turns selecting one of these cases, which presents a random weapon to the players. Once both players have obtained their item, they will be transferred to the arena screen where the bulk of the game will play out. In the arena, players will be placed at opposite sides of a grid style terrain. The arena is plotted out in a large enough space that gives the players numerous spaces and paths to take.

 Players begin taking turns by mouse clicking on a square that is directly next to its current occupied space, but cannot move diagonally. As the players move closer and closer to each other, they will run into a variety of elements that could benefit or weaken their character. Each of the squares on the grid is completely randomized so any of these might contain and enemies, traps, obstacles or even health packs. The game pushes the player to think carefully during their turn.

 The players will have to be careful about their inevitable encounter with each other. Enemies, traps, and obstacles can set their characters at a disadvantage. That is where the weapons fall into play. With these items, players can move and fight in different ways. One item might allow the player to move faster while the other to move slower. Based on their chosen weapons, players need to adapt to a certain play style in order to navigate the map.

Game Interaction

 As mentioned in the overview, the players will be moving around the terrain by the click of the mouse button. Essentially the entire game will be click based; both the movement and combat. When a player selects a square to move over, if an element was assigned to that space, it will pop up and force the player into a conflict or make them take an alternate route. If the player chooses to fight and clears the square, it is considered safe to walk over at any other time if they decide to back track. No matter where the players move, enemies, and traps are, they will not move around or follow. The elements will remain hidden under their respective squares until triggered.

Game Elements

 Within the game, there are a variety of different components that the players will interact with. Each of them could directly affect the outcome of the game at hand.

**Enemies**

Enemies could be anything that can attack the characters for a loss of one health point. They stay hidden in squares until triggers. Enemies will attack only when provoked and if killed, will remain dead and cannot regenerate.

**Traps**

Traps are similar to enemies, except they do an instant action on the player and then it is gone. It will deal a loss of one health point to the character. Like enemies, once they are triggered, they can no longer have any effect on a player if it moves over that same space again.

**Obstacles**

Obstacles do not damage, they just impede the player’s progress. Once an obstacle is discovered on a square, the player must then navigate their way around it through other spaces. These will remain on the board until the game is over, allowing for the players to add them to their strategy.

**Health Packs**

Health packs are the one thing that benefits the players, other than the weapon, on the board. Once a player triggers a health pack on the map, it immediately heals the player and then disappears. These also do not regenerate.

Game Play

This game will be dependent on the decisions in movement by the players. It is a single arena level battle between two players trying to defeat each other. Even though it is only one map, it will be a different experience each time the game is launched.

Like mentioned previously, there is an emphasis on randomization with a mix of skill. Players have the chance to obtain a different weapon each time, and the locations of all the game’s elements will be laid out in various locations. That square a player landed on that had a health pack could easily be an enemy or a trap the second time around.

With this in mind, players will have to outsmart each other with the weapons and elements in mind if they want to arise victorious from the arena.