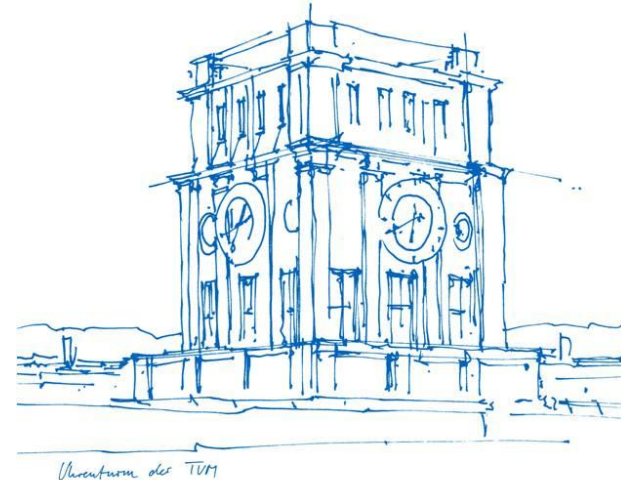# Project: Equilibrium - Prototype

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Uhrenturm der TUM

Game Description

- Top-down bullet hell

- World state constantly switches between order and chaos

- Division of gameplay in offense (chaos) and defense (order)

- Player and enemy roles are opposing each other

Prototype Overview

- Discrete time steps / turns

- Game board with hexagonal tiles

- Basic abilities:
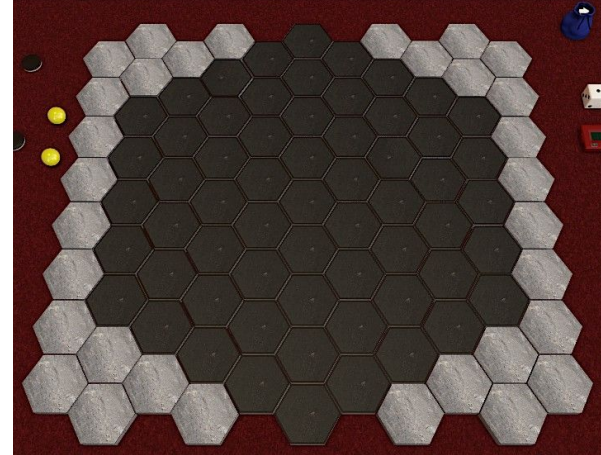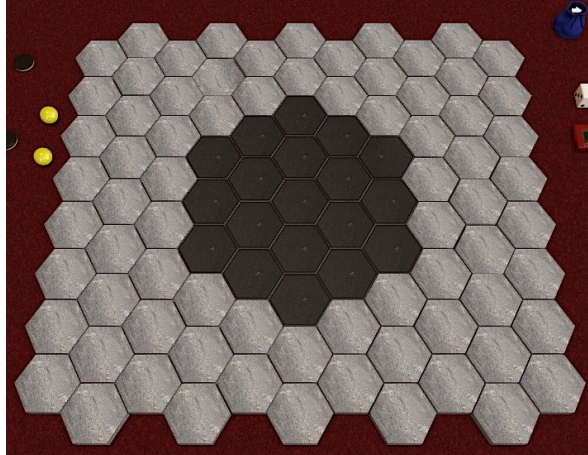 - Shooting
  - Shielding

- Tabletop Simulator

Turn order

- Increase turn counter

- Execute state transition

- Spawn potential waves

- Move bullets

- Player's turn

- Enemies' turns

Transition

- Triggers after certain amount of turns

- Spreads two tiles per turn

Bullet behavior

- Moves two tiles per turn

- Can move in twelve directions

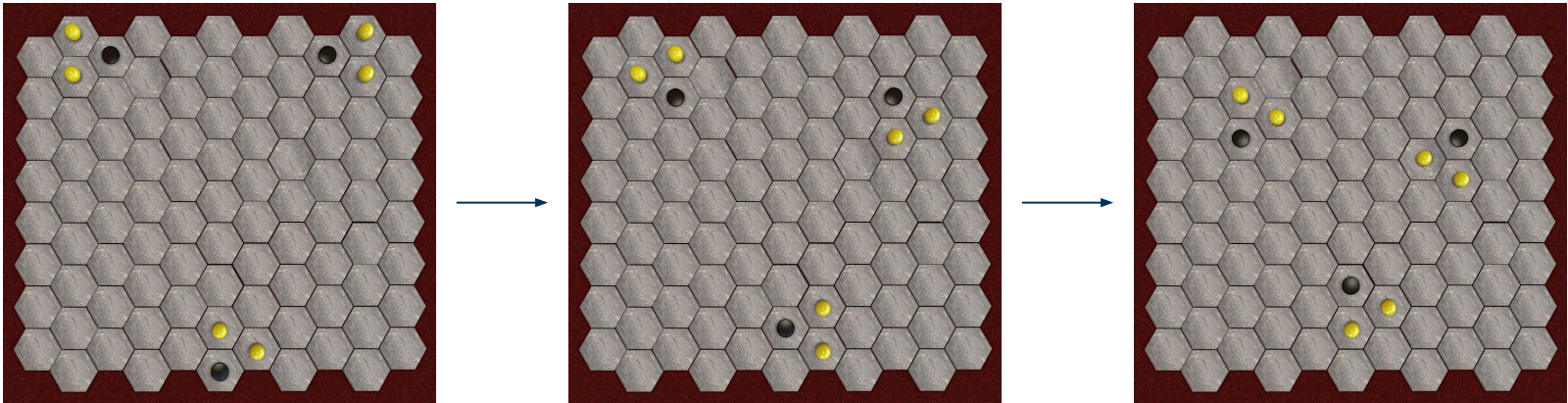- Deals one damage on hit

Player

- Can move one tile per turn

- Can use one action per turn
  - Shoot or shield
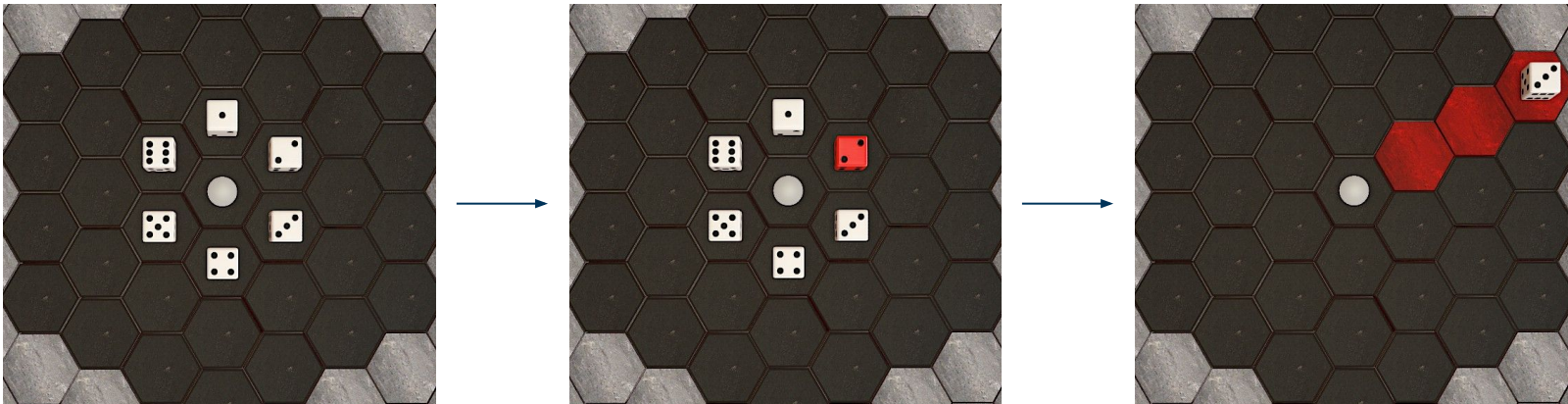
- Has three lives

Enemy - Order State

- Move according to predefined pattern

- Has permanent shield that rotates clockwise

Enemy - Chaos State

- Moves according to dice rolls

- Shoots bullet in direction of player

Thank you for listening!