Terminal Tactics

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The Experience Machine
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Game details

- Tactical RPG with character customization
- Inspired by Fire Emblem and Final Fantasy Tactics
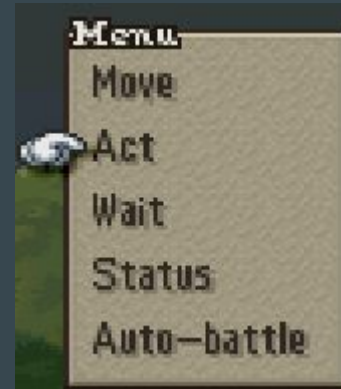- Character customization via card collecting

Theme

- Play as defenders of a virtual world!
- Defeat digital attackers such as trojan viruses and black hat hackers

UI

- Combat menu
- Character information
- Character customization menu
- Main menu

Design Challenges

- Path finding
- Turn based movement
- Character customization via cards
- Camera movement when mouse on edge of screen
- "Combat" menu
- Enemy Behavior (AI)

John von Neumann

ATK: 4
DEF: 3
SPC: 5
MV: 4

Self Modifying   SP: 2

Heal self for 15 HP

Thread

Deals 12 DMG
 over 3 turns

Garbage Collection

Debuffs last for 1 less turn

Gameplay

- Win Condition: Eliminate all enemies (make them log off)
- Lose Condition: All team members eliminated
- Round based tactical combat, where each character gets one turn per round
- Character customization via cards

Stretch goals

- Turn order interface element
- Local multiplayer
- Multiple "layers" for levels
- Procedural generation for levels