Game of Survival

- A board game themed game of survival.

- Inspired by
  - Lord of the Rings LCG
  - Mansions of Madness

Team members
  - Jukka Stranden
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Basic Idea

- You start in a ruined mansion/temple/pyramid etc.

- You have to get to the exit.

- Every turn you have two moves and an action

- Action can be Attack, Extra Move, Pickup, Use item etc.

- After player turn, a random event occurs and throws obstacles in the player's path.

  - Monsters, traps, etc.

Player Character

- Player character has stats (pre-defined classes)
    - Strength, Dexterity, Intellect
- Game events can test player against a stat
    - Random number between 1 and 10. If number is below stat, success. Fail otherwise. Player gets penalty as described by the event. E.g. Player failed dexterity test at spike trap and gets -1 dexterity for the rest of the game.
    - Every action ties to testing against a stat.

Technology and Windows 8 styling

- Windows store application

  - .NET with C#

- Main components are images, tiles and text

- Live tile that shows player score and a screenshot of recent game

- Game state should be preserved so if the game is closed, it will resume its state when it is started again.

Thank you

Wish us luck.