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Stonez: Idle Fighting Progression Game

Overview: "Stonez" invites players into a mystical and ancient world where strategy, gathering, and adventure converge in an idle game format. Players take on the role of a chieftain in a realm where magic is prevalent and battles for power are constant. The game combines idle mechanics with active strategic decisions, encouraging players to build, expand, and strengthen their empires while managing resources and engaging in combat.

Gameplay Features:

- **Resource Gathering**: Players are tasked with collecting powerful stones and other resources critical for enhancing their abilities and upgrading troops. This element tests players' ability to manage and allocate resources effectively.
- **Strategic Combat**: As players gather resources and strengthen their forces, they must strategically deploy their troops against formidable foes in battles that require careful planning and tactical execution.
- **Progression System**: The game features a progression system where players unlock new abilities, troops, and ancient secrets as they advance. This system challenges players to continuously optimize their strategies and resource management.

Game Dynamics:

- **Role & Setting**: Players assume the identity of a mystical chieftain in a world dominated by magical forces and ancient warfare. The setting is rich with lore and invites exploration and engagement.
- **Challenges and Achievements**: The game includes various challenges that test players' strategic thinking and adaptability. Achievements are designed to reward successful resource management and battlefield tactics.

Objective:

- **Empire Expansion**: The ultimate goal is to expand one's empire by leveraging the collected resources to build and sustain an increasingly powerful army, ultimately dominating the game world.

This project highlights my skills in creating engaging gameplay mechanics, integrating idle and active elements, and developing a compelling narrative and world-building, demonstrating a deep understanding of game design principles in the context of an idle strategy game.

🟠 Logs		1017
🔴 Sap		17
⬛ Rocks		0
💎 Gems		0

Done

Shape Wars: Real-Time Strategy Game

Overview: "Shape Wars" is an engaging real-time strategy game where players must dynamically respond to opponents' tactics and strategically manage resources to achieve victory. The primary objective is to defeat the enemy by destroying their base and depleting their units, requiring both rapid decision-making and long-term strategic planning.

Gameplay Mechanics:

- **Unit Management**: Players select and maneuver units within their factions using a point-and-click interface. Units are selected by left-clicking, which displays their attack range via a blue transparent circle. Movement is directed by right-clicking on the game map, with multi-unit control facilitated through grouped commands.
- **Navigation**: Strategic map navigation is enabled through right-clicking on the mini-map, allowing players to quickly adjust to the changing battlefield conditions.

Command Functions:

- **Action List**: Each unit type has a distinct list of available actions shown in the game's interface, typically including combat, construction, and support. These actions are accessed by clicking on unit icons located at the bottom-right corner of the screen.
- **Resource Management**: Units use an in-game currency named 'vectorite', represented by blue spikes on the map. Players start with a set amount of vectorite and can increase their resources by mining with worker units.

Combat and Construction:

- **Building Units**: Players construct worker units at their base, which are then used to gather resources or build factories. These factories are crucial for creating additional combat units.
- **Factory Dynamics**: Factories, which can be built and managed by the players, are vital for unit production but can be destroyed by enemy actions, adding a layer of risk and strategic depth.

Victory Conditions:

- **Winning the Game**: Victory is achieved when a player successfully eliminates all opposing units and bases.
- **Losing the Game**: A player loses if all their units and bases are destroyed by an opponent.

This project showcases my abilities in game design, focusing on complex system management, interactive gameplay mechanics, and strategic depth, demonstrating a thorough understanding of real-time strategy game dynamics.

GAME LOBBY

	Faction	Color	Name
Slot 1	●	🟩	hawksprite
Slot 2		🟪	Player (6618)
Slot 3		⬜	Empty
Slot 4		⬜	Empty

hawksprite: Hello IndieDB!

Launch

Main Menu