

RECLAMATION

by Sword and Bored

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Reclamation is a fantasy strategy game where you are put in control of taking back your home from invaders. You must manage resources and train units so that you can explore and reclaim the land around you. Customize your unique units and control each one individually in tactical turn-based combat where they can grow, win, and die. Even out of combat your enemy is not idle, and they will stop at nothing to make sure you can't reclaim your home. Are you up to the challenge of leading your units and reclaiming of your home?

Core Gameplay

- Base Management
 - Train and monitor units in barracks
 - Deploy units when trained to other cities under your control
- Inventory
 - equip weapons, armor, and spellbooks as you adventure forward.
- World Map
 - Deploy and move squads of units to fight the invading enemy and reclaim fallen towns
- Battle
 - Upon encountering an enemy in the world map, fight them in a turn-based grid map
 - Use different abilities to best your enemies
 - Units gain experience to increase stats and become better fighters
 - Unlock better items as you win.

Technical Elements

- AI
 - Movement strategies on world map to attack, protect, important location and chase the player
 - Varied combat strategies due to enemy difficulty and equipment
- Database
 - Highly data driven stat and equipment structure
- Multithreading
 - Multithreaded turn management allowed multiple actors to move simultaneously at the end of a turn
- Terrain Generation
 - Layered perlin noise maps as height and water level values, to define different types of biomes (like desert, forest, mountains)
 - Hexmap tiling