Summary

Playtime's Over is a head-to-head competitive strategy game. Both players take on the roles of children fighting each other using their collection of toys. Each player controls unique units, each with their own movement and attack patterns. Both player's plan out what unit they want to move and attack with for their turn, and once both have locked in their actions they get to watch the combat unfold simultaneously. Player's also have the ability to manipulate the game to their advantage by playing various "cheats" they draw each round. These thematically are the children cheating to gain an upper hand, and serve as various forms of power-ups or abilities for the player to use to manipulate their own and opponent's units.

Systems

Below are a list of planned systems to be implemented into the game.

Game Start

Players start by choosing which 5 of the 10 units they want to play the game with. Next, the players choose which location they want to place each of their units. Units can be placed anywhere on the row of tiles closest to the player (start row).

Core Gameplay Loop

The game plays out through a series of rounds, with a round made up of five turns. Each time a player locks in a unit's actions, that marks the start of a turn. A turn is defined by the following three phases:

1. **Preparation**
   The preparation phase is where a player chooses which of their five units they want to control this turn, and then proceeds to choose where they want the unit to move and where it should attack. Once the player has finalized their choice, they click their "Lock In" button. Activation phase doesn't start until both players lock in their actions.

2. **Activation**
   The activation phase is where the simultaneous combat between both player's units takes place. This phase is made up of two sub phases; movement and attacking.

   Movement - Both units move to their designated location on the grid. Friendly units can pass through one another, but cannot pass through enemy units. If two units try to land on the same tile, the unit that got there first gets priority.

   Attacking - Once both units have finished moving, both unit's perform their attack. Both units complete their attack, regardless if a received hit brings their health below zero. Completing this sub phase marks the end of the activation phase.

3. **Resolution**
   The resolution phase is where units are checked to see if they're dead. Any units that are at or below zero health die and are removed from the game for the remainder of the current round and the next round. The following third round they are brought back to life on the start row (see game start system) at the location of the player's choosing.

When a unit takes it's turn, it is tapped and can't go through the above three phases again until the next round begins. A new round only begins once both players' five units each take a turn.

Unit Movement

All unit movement is grid based. Each unit has a predetermined movement pattern that dictates which tiles it can move too. To dictate a movement, left click a viable tile you want to move to. This will trigger the unit's attack system.

Unit Attacking

All unit attacks use free-flow aiming. A visual will show up in front of the unit, and anything inside the visual will take damage from the attack, both friendly and enemy. Friendly fire does exist. This visual can be rotated anywhere along the 360 degrees around the unit by moving the cursor. To dictate an attack, left click.

Pattern outline boxes

These serve as visual indicators to the player explaining what the possible movement and attack patterns of the player's currently selected unit are. This works for both friendly and enemy units. Click a new unit to see its corresponding pattern outline boxes.

User Interface

Both your own personal UI and your opponents UI provides valuable information.

Lock-In Button

The lock-in button finalizes the movement and attacking choices you made. You have the opportunity to go back to any previous phase in the core loop by pressing the right mouse button before locking in.

Turn Timer

The turn timer dictates how long you have to lock in your turn. You have 30 seconds to lock it in.The Lock-In button has a gradient that slowly depletes, and if thirty seconds passes by before you manually click the lock-in button, whatever your current choices are will automatically be locked in for you.

Cheats

The player can mouse over each of their three cheats to see a description of what the cheat does.

Used Cheats

The player can mouse over their used cheats pile to see what cheats they have previously used. This pile is cleared once a player has gone through all of their cheats, and will start a new pile based off of the new cheats they use.

Mousing over the opponent's cheats won't reveal what cheats they have. Their UI is there to tell you how many cheats they have left to use that round. Both players' used cheats piles are public domain.Players are allowed to see what cheats their opponent have used. The opponent's lock-in button starts off grey, and lights up green once the opponent has locked in their turn.

Cheating

At the beginning of each round, both players "draw" three cheat "cards" into their "hand" from their "cheat deck." Thematically, it's the child having three cheat ideas pop into their head. The player has the ability to play any number of these cheat cards at any time they want during the entire round. When used, a cheat is "discarded" into the used cheats pile. At the end of the round, any remaining cheats in a player's hand are discarded into the used cheats pile, and the player draws another three cheats.

A player's "deck" is made up of 12 cheats. There are 2 ways that cheats are added to a player's deck.

Universal Cheats
There are 7 universal cheats that both players are guaranteed access to.

Unit-Based Cheats
Each different unit has a cheat tied specifically to it. The only way to gain access to a specific unit-based cheat in your deck is by choosing to use that unit tied to that cheat as one of your 5 units to play the game with.

Once all 12 cheats have entered the used cheats pile, the pile is cleared, and all those cheats are "reshuffled" back into the deck where the player draws three new cheats at the start of the next round.

Initiating Cheating During Play

Each player's three cheats will be tied to a keybind. The leftmost cheat in the UI binds to Q, the middle cheat binds to W and the rightmost cheat binds to E. When you press down and hold a keybind, it preps that cheat to be used. When you release the bind, wherever your cursor is moused over is where the cheat will occur (but only as long as it's a viable action) and the cheat will be discarded. If it isn't a viable action, then nothing happens and the cheat remains in your hand.

If you press a keybind to use a cheat but change your mind, there are two ways you can avoid wasting the useage of the cheat. The first option is you move your cursor off the game's grid and release the keybind as releasing on the side of the board will always count as a non-viable action. The other option is to right click while pressing down a keybind.