Advance Wars

Idea

Advance Wars is one of a series of games developed and created by Nintendo in the flavor of Fire Emblem, players take turns moving armies of units one at a time across a battlefield with a variety of set goals ranging from elimination of an opponents units, defense of an objective, survival, capture of an objective, or destruction of a certain unit. The game is highly ranked and reviewd and ranks as the #4 game for the GBA and is on Nintendo’s top 200 games list.

**-Platform Strengths over GBA**

Modern handheld cellular devices lend themselves well to this style of game, due to the nature of turn based combat the coding is easier, and multiplayer is easier conceived than in a live game setting. Modern cellphones have the advantage of being networked (allowing for updates, distribution of user created content, multiplayer), very widespread (target audience of many millions of people) and replacement proof. The Gameboy advance, while a venerable and certainly advanced for its time system, was replaced by the Nintendo DS, handheld cellular devices based on Apple and Android source code will be around significantly longer than the original platform.

**-Ease of Coding**

The turn based gameplay, sprite graphics, and scenery all lend themselves well to simple rendering and do not require much of a graphics engine compared to derivative works. There is no requirement of physics compared to other titles and the phone accelerometer has no use making the game comparatively simple.

**-Expandability**

Due to the core of the game being structured around combat on set maps, it would be easy to produce both player, and expansion based content either to increase game sales, or to provide a downloadable expansion for profit. Both units, Cos, maps, and even campaigns can be added with a fairly simple framework.

Replay value can be added using higher difficulty settings as in the original, combined with purchased or unlocked content with ingame achievements and currency.

-**User Created Content**

A map editor would allow a user to create their own campaigns for use in single as well as multiplayer.

**Game Contents**

**-Units**

-Land

The game contains many land units, some designed to interact with air or water units as well.

Infantry

Mech – a stronger, rocket holding infantry

Scout – A humvee style vehicle

Small Tank

Medium Tank – Note the absence of the large tank

Anti-Air Unit – A melee range anti-air unit

Rockets, Mortars, Surface-Air Missles, Personnel Carriers

-Water

Submarine, Battleship (a ranged unit), Cruiser (a unit to combat subs and air units over water), and a Lander (to ferry land units)

-Air

Helicopter, Transport Copter, Bomber, Fighter

The mechanized units have a fuel rating (land units are rendered immobile until refueled by an APC, air/water units die), an ammo rating (upon running out of ammo some units are disarmed, others switch to machine gun), and health which is measured from 1-10. When playing the game, you can note that although the health is rendered as 1-10 it is in fact percentage based.

**-Cos**

Each player takes the role of an advisor who controls a Commanding Officer, or CO. Each CO has a certain power which can be activated for one turn when the gauge is filled. The gauge is filled either by losing, or by destroying another player’s units (other conditions could be used). The CO powers range from repairing all units for 2 points of damage, damaging all enemy units by 1 point, to increasing attack and movement, to dropping a meteor on an area reducing all units there to 2hp. Many powers are available and can be imagined. Each CO also has a passive effect on his own units.

**-CO Powers**

Andy – No passive, repairs all units for 2hp

Max – has naturally increased attack, can further increase attack and movement range

Olaf – Units can move normally over snowy terrain, can make it snow

Sami – Infantry and transports have increased movement range, infantry captures buildings 50% faster, can increase the range of all of the above by 1 and reduces their movement cost to 1 over all terrain as well as strength.

Drake – Stronger air units, weaker naval units, can refresh all mechanized units and use them twice a turn at lower stats

Fat Navy Guy – Stronger Navy, Weak Air Force, can make it Tsunami, damaging opponents for 1

Kanbei – Has strong units naturally (like max but +defense), higher deployment cost, can further increase both attack and defense (but not movement range)

Sturm – Has slightly stronger units, can use a meteor to damage everything down to 2hp

Other CO’s are available as well with benefits such as increased vision, or critical strike.

**-Terrain**

Road

Plain

Hill

Mountain

Trees

River

Water

Beach

**Buildings –**

City

Headquarters

Army Base

Navy Base

Air Force Base

Units have a certain movement range such as 6 for tanks. A unit also has a locomotion method, such as tread for tanks, wheels for cars, flight, flotation, or walking. Dependent on terrain, different units will move differently. The movement cost for Air over any terrain is always 1, but air units consume 5 fuel to stay in the air per turn. Navy units consume 1 to move over water, or 2 to move over reefs and require 1 to stay afloat. Submarines can submerge to avoid being seen, but incur a cost of 5 fuel per turn.

Movement for land units is the same for Road and City at a cost of 1. Treaded units such as tank cost 2 to move through woods, and 1 over plains, infantry is 1 over everything except hills/mountains, Mechs have a flat cost of 1 over everything. Tires cost 3 to move over trees and are handicapped. No tire or tread can get over a hill.

The types of terrain have a defense value associated with it that mitigates incoming damage.

**Combat**

When two units approach each other, the unit who’s turn it is has the option of attacking if its not ranged (units such as rockets cannot move and attack in the same turn). The unit who attacks will deal damage corresponding to its full HP to the defender, and the defender will deal damage corresponding to its remaining HP to the attacker.

So between two tanks at 1hp, the one to attack will survive. Between an infantry unit and 2 hp, and another at 10hp, the 2hp unit will deal damage first putting the other unit at 8 or 9 and then will die. An infantry unit at 1hp attacking a tank at 1hp will die and the tank will live, but a 10hp infantry will live with 10hp.

Before each attack the damage you will deal is given to you as a percentage before the attack is finalized, so you have the choice to cancel.

**-Buildings**

Cities provide an income of 1000 a day and take 2 turns to be captured by infantry or mech.

Army/Navy/Air bases provide a spawning points for units to be purchased for the above currency and must be captured before use.

Any of the above, once captured, can be recaptured for use by the opposing force. Several maps use these as objectives \*such as capture 12 properties

The headquarters is usually far removed (not always) and is an alternate victory condition. If you capture an opposing players headquarters, then you win regardless of the status of units on the field

**-Mechanics**

Infantry/Mechs can capture a building with 20hp by dealing “damage to it” equal to their health. At full Hp it will take 2 turns, at 5 hp it would take 4 turns.

Units cannot occupy the same space (even air+water, Air+land) If I park a bomber over a bridge then a tank cannot cross it. Opposing units cannot move through the same space but friendly units can.

Land units will heal 2 hp per turn if they start the turn on a city. Air and water units will only do so for their respective bases.

Units that can carry others such as a personnel carrier, lander, Cruiser (which can carry choppers) can load a unit (or 2 for cruisers) if the unit moves to the same square. If the carrier is destroyed so is the contents.

**Fog Of War**

Some maps have fog of war on them. This functions similarly to how you think it would with 2 exceptions. Units in trees or Reefs are completely hidden unless you have an adjacent unit. Units on elevation, notably infantry on mountains can see further than any other unit. Even air units do not see that much. Scout units can see 5 squares, infantry on hills can see 6 or so.

**Additions**

Adding more maps, more CO’s seems a natural extension as well as minor redactions to avoid IP violation.

**-Multiplayer WiFi/BlueTooth/3G?**

Depending on possibility multiplayer over the first 2 and possibly the 3rd should be considered.

**Potential Challenges**

**-Coding**

There will be some small difficulty in minimizing storage space and optimizing performance, but overall the game should lend itself well to design

**-Graphics Design**

Detailed graphics will be required but a vast majority can be reused. In the original game, all the units on the game world share graphics, and the animations are only slightly different.

**-Intellectual Property**

Nintendo has a patent on Advance Wars but the concept of a turn based strategy game is too popular. The concept of a CO may need to be reworded or reworked as to present a different style. I fully expect a Cease and Desist notice.