

WAR Simulator: Concept

Units

Units can be created in the Unit Editor. They can have different types, perks, abilities and weapons.

Units also have a limited amount of upgradable ⚡ *EnergyPoints*, getting exponentially more 🧑 *Mightyness* expensive, forcing the player to use multiple Units.

Based on the overall estimated strength by ⚡ *EnergyPoints* and perks of the unit, a cost will be calculated, which is not allowed to overshoot the player's 🧑 *Mightyness*.

Weapons

Weapons can be permanently bought from the Shop for 💰 *Budget* and assigned to a Unit.

Abilities

Uses ⚡ *EnergyPoints*

Perks

Uses ⚡ *EnergyPoints* and 🧑 *Mightyness*

Types

Types can be permanently bought from the Shop for 💰 *Budget* and assigned to a Unit. The Type of a Unit is basically what the unit is like Cannon or Warrior.

Progression Systems

🧑 *Mightyness*

After every won fight the percentage of 🧑 *Mightyness* your opponent has more than you multiplied by the opponents 🧑 *Mightyness*.

$Cost^{1.7} \div (2 \times Cost - OpponentCost)$ gets added. You start with 100.

⚡ *EnergyPoints*

Energy of a unit allowing it to have more abilities and perks.

 Mightyness to $\text{EnergyPoints: } \log(\text{Mightyness}; 1, 01)$

Note: Weapons dont need EnergyPoints

Budget

After every won fight you will collect taxes based on your  Mightyness. You start with none.

SkillPoints

SkillPoints increase your capabilities of Training Units and therefor allow you to have more Units. They will be gathered if the Skillpoint Icon gets filled up from Mightyness. You start with 2.

Robux

Packs

The Player can buy Packs for robux which include spetial types, weapons and abilities themed around a theme like a Shadow Pack which could include a Shadow Canonball sucking in a Unit and dealing huge amounts of damage, A Shadow Ability making you able to turn into a shadow to escape incredibly fast under an Enemy, it needs time to become a Shadow though and you can only stay as it for 4s, and more.


Fights

In a Fight you will be shown an Opponent and you have to make a Unit Configuration able to tear down the Opponent.




Skip

After 3 tries a skip button gets unlocked. When pressed the game will search the submitted Configurations for the Configuration with the next lower cost from the Opponent Cost

Fight assignment

The game will search the submitted Configurations for the Configuration with the next higher cost from your total  Mightyness.

Winning

After you won you will collect Taxes ( Budget increases by  Mightyness \div 10) and your  Mightyness will grow by $Cost^{1.7} \div (2 \times Cost - OpponentCost)$. And the Configuration will be submitted.

Configurations

You have got 4 Configuration slots by default.

Creating new Configuration

If you want to create a new configuration click on the “+”-Symbol now select a Slot you want to reset.

Note: Your previous Configuration Slot can not be restored.

Editing a Configuration

Just click on the Configuration Slot...

Copying a Configuration

Click on the Clipboard-Symbol Click on the Slot you want to Copy, then Click on the Slot you want to Overwrite.

Note: Your previous Configuration Slot can not be restored.