

Jelly Tactics

High Level Overview

Genre	Art Style	Audience	Platforms
Autochess with RPG elements	Isometric top-down 3D in "Battle Chasers: Nightwar" art style	Everyone	Any

Gameplay Overview

Game in Brief

Jelly Tactics is an Autochess game as part of the **Jellyverse** – an entire universe of minigames revolving around fantasy world slimes.

In this game, players choose Jelly characters of different types, sizes and abilities and use them to battle other players or AI in various game modes. To start the game, they will have to select a limited number of units and load them onto space ships representing "Reinforcement Waves" which they'll crash into the hex grid of a spherical arena world to start the match. Every 8 moves, players get to choose where the next ship will crash land. On landing, the corresponding wave of jellies will be spread randomly around the chosen point of impact and players will have to manage their characters to defeat the opponent from there.

The characters can move in any of the 6 directions of the hex grid unless an enemy or obstacle prevents them from doing so. Based on their type, they can fuse together on the field to gain increased armour and health, or split to attack an enemy multiple times per round. Based on their abilities, they can perform various special attacks on enemies and terrain to improve their chances of survival or secure a win.

The Jellies

Jellies will have various properties and sizes based on the type of facilities and upgrades players have built in the metagame. The pool of jellies players can earn will be a procedurally generated one with 2 types of seeds:

- Developer enforced – are standard, basic jellies gained from normal enemy units, called **Commoners**
- Strict random generation – are advanced jellies with various properties gained from champions, called **Lords**, **Knights** and **Kings** based on their size, which in turn determines the number of properties they have.

The Landing

Prior to starting a level, players will have to select between 1 and 4 jelly transports which will represent the number of reinforcement waves the match will have. Each transport has 12 slots that can be filled up unevenly and disproportionately based on the different jelly sizes. In addition to that, the transport can also carry a buff that will deploy on landing, empowering the recently landed jellies. After the first crash landed ship, players can freely choose the next landing spot, even if it's on an enemy unit.

The Planet

During the level, players will have limited control over what the jellies do in the form of up to 4 queued contextual actions. The jellies will move and attack mostly on their own and perform the actions as their AI deems appropriate.

Different environmental effects like seasons and day/night cycles will also affect how jellies behave and what their properties are within the level.

