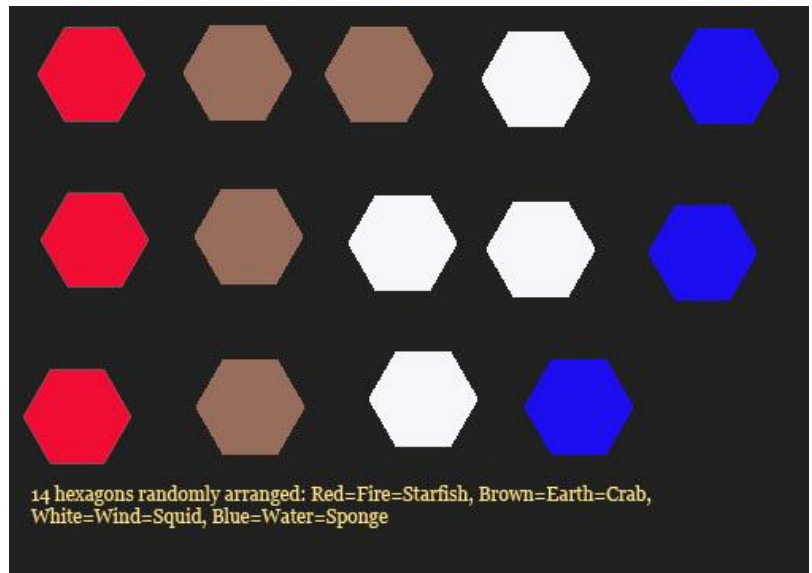# Sponge Bob Wars – A Revised Proposal

This is a strategy game like Risk. Players choose a race from 4 classes: sponge, squid, starfish, and crab at the very beginning of the gameplay. Then they are onboard with their troops and mothership for the settlement onto the unknown planets....

Map

There are 14 hexagons on the main map. They're randomly assigned with one of the 4 attributes: earth, water, wind and fire. Player's mothership is considered as their initial territory. On red planets they produce starfish troops, on brown planets crab troops, on white planets squid troops, and blue planets sponge troops.

14 hexagons randomly arranged: Red=Fire=Starfish, Brown=Earth=Crab, White=Wind=Squid, Blue=Water=Sponge

Units

	Sponge	Squid	Starfish	Crab
Lv 1	Warrior, Worker	Warrior, Worker	Warrior, Worker	Warrior, Worker
Lv 2	Priest - Cure w/Burgers	Archer - Ink Attack	Barbarian - Berserk	Mage Cast Coins
Lv 3	Full speed production			

All 4 classes have Warrior as default combat unit and Worker as default gold miners. Level 2 means they've taken 2 planets of a same attribute (mothership counts as 1 planet); Level 3 means they've 3 planets in a row. If players take at least 1 planet from each color, they may build the ultimate combat unit: Squirrel.

Gameplay

A player is asked to select a race from the 4. Then they have to choose from 2 planets on the 14-hexagon main map, randomly assigned, and pick up one as the first planet they'll start the invasion. Players can invade adjacent planets once they've taken a first planet in the system. The end goal is to conquer all these 14 planets in the solar system. With the mothership a player is capable of building basic combat and production units. By taking up more planets, players will have a variety of options to build their army.

Battles

A model for the battle part would be a 2D sidescrolling strategy game named "Swords & Soldiers". The objective is to conquer the enemy's base on the other side of the play area to survive a full out assault from the enemy. Players collect gold which is used to purchase units respectively. After being built units automatically begin marching towards the enemy base, and players must make strategic decisions on what units to build, when to send them out, and the next moves to conquer and win the war.