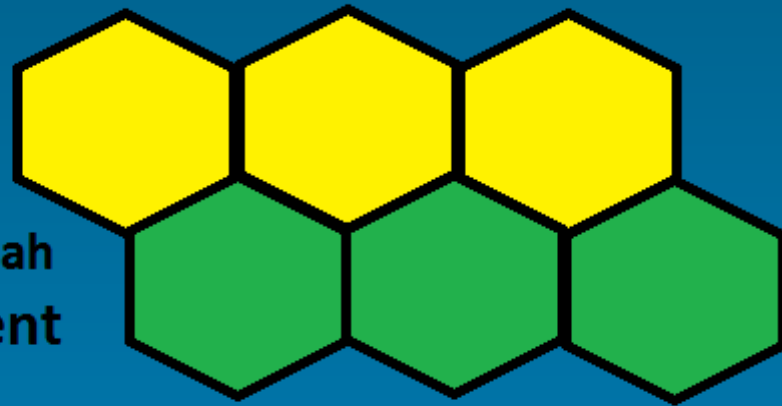


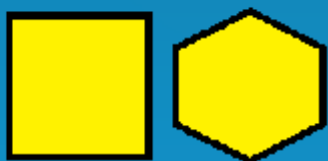
Blockade

Scott Beecher, Matt Nemiah
Visual Design Document



Blockade is a turn-based strategy game. Players take turns placing tokens down, with the aim of connecting the tokens of their color from one side of the grid to the other. On a turn, a player can either place a token or initiate a crush, not both.

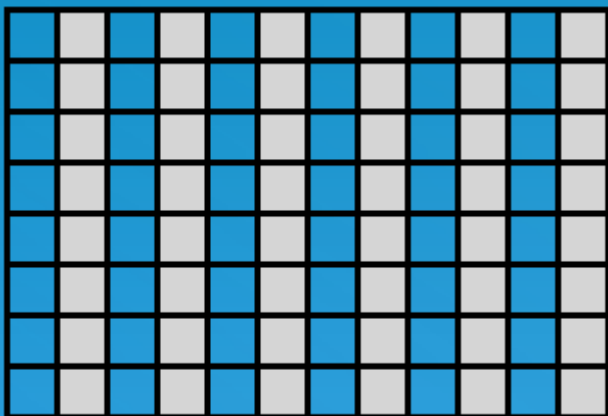
Player 1



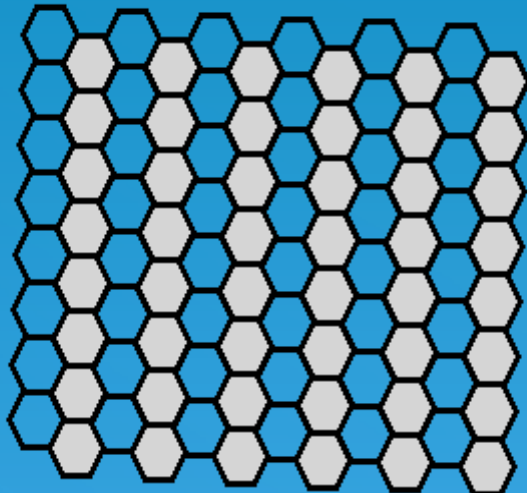
Player 2



Rectangular Grid

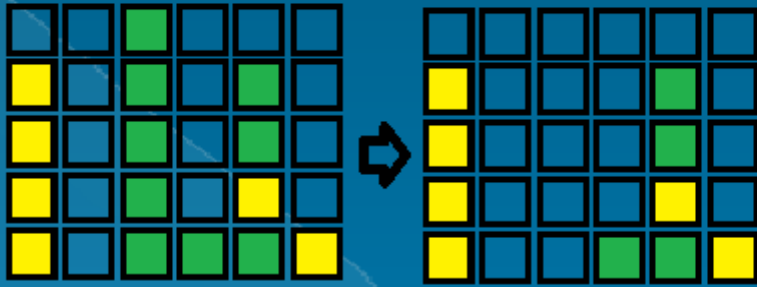


Hexagonal Grid



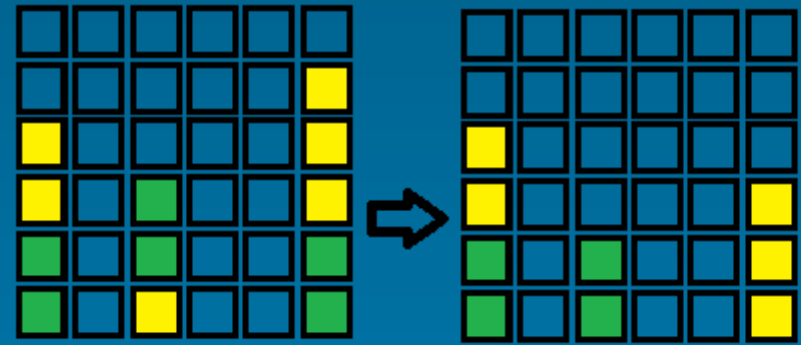
CONTROLS

- CLICK on a column to place a token
- CLICK on a crushable column to crush
- Press SPACE to toggle between placing tokens and crushing
- Press R to reset the game



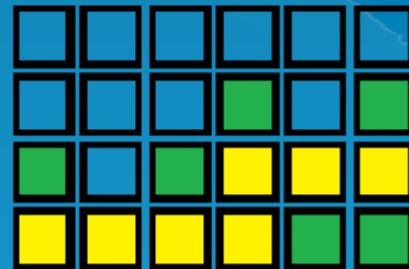
Column Collapse

Filling a column entirely with tokens destroys the column of all tokens.



Crushing

To destroy enemy tokens in a column, place more consecutive tokens of one color on top of the other color.



Win State

Yellow connects through to both sides

