

Discordant Design Document

Overview:

Discordant is a variant on the classic game of Chess designed to be playable using Discord. Players are given a pool of pieces to place on the board - each of which has a unique ability – and must attempt to claim the entirety of the board by destroying their opponent's pieces.

Ruleset:

- 2 Players
- Each player has 16 pieces in their pool - 8 Pawns, 3 Rooks, 3 Bishops, 3 Knights, and 2 Queen. Each piece has a unique function in battle:
 - Pawn – No special abilities.
 - Knight – May move up to 2 spaces each round, rather than 1.
 - Rook – Takes 4 hits to destroy.
 - Bishop – Can target opposing pieces from up to 2 spaces away.
 - Queen – Destroys all adjacent enemy pieces and claims all adjacent squares when placed onto the field.
- Each round is composed of 4 main phases: Decision, Combat, and Acquisition.
 - During the Decision phase, each player may place up to 3 pieces onto the field and reposition up to 3 other pieces currently on the field (signified by reacting with a specific piece).
 - Whenever a piece is placed on the field, the space where it was placed is converted to the color of the player who placed the piece.
 - Pieces may only move 1 space horizontally, vertically, or diagonally unless otherwise specified.
 - During the Combat Phase, each piece may target one adjacent piece of an opposing color and destroy it.
 - During the Acquisition Phase, the spaces of any piece that was defeated during Combat Phase will be converted to the opposing player's color.
- The game ends when one player runs out of pieces in their pool and on the field, or when the field is completely converted to one color.