

RTS Design Document

1 Overview

The AI apocalypse happened, but what we didn't expect was for it to happen in 3 - 4 places at once. The AI's took over their own countries and their neighboring countries' systems and databases in a flash and used their own tactics to wipe them out. They now each want more power and are set on world domination. They use their original country's systems to learn tactics and units. Before they attack an AI controlled city they EMP it so each army is on a level playing field.

2 Factions

2.1 Europe

Focuses on Blitz style combat (like Germany), has cheap ground units (Russia), and a strong Air and Naval presence/tactics (England) with sub tactics (Germany). Good at mobility, controlling land, and maximizing resources (collinization)

2.2 America

Focus on more tanky units such as armored Vehicles, already has a more advanced airforce with drones and stealth planes, along with advanced naval vessels and the strongest space presence out of any other faction (moon landing + Space X and all other private space things). Most units are stronger but slower and less maneuverable, apart from the air force which is quick, agile, as armored as paper, but packs a punch.

2.3 Japan

Accidentally downloaded the database from movies and TV shows, leading to the AI heavily favoring more abstract units such as Mechs and vehicles that fuse into even stronger vehicles, they are good at melee combat and have strong shielding and armor, they also have smaller more agile Ninja like assassin units.

2.4 China

If they are added they are units that are strong when coordinated but a flailing mess when they are not, this faction will have a higher skill to play but also a higher skill ceiling, technically stronger when played right but requires more skill and if their plans are disrupted it has a big effect.

3 Gameplay

Battleground is a City (LA, NY, London, Tokyo, Beijing) and starts with an EMP that disables any units that are already occupying the city, then the Mobile HQ's role in from the factions involved and start building factories/powerplants/resource gatherers (Imagine mortal engines for the Mobile HQ's) and then fight, they can rebuild and reprogram the units that got EMP'd or

harvest them for resources, the resources are localized so you have to have supply lines and resource carrying units, you can build power lines and also battery banks so that a unit can recharge quickly (charging from a power line takes longer than from a battery (not cuz realism cuz ballance and fun factor)) if you destroy your opponents HQ you win (you can anchor your HQ for resource production and to build units but it takes time to re-mobilize so if they attack you while anchored it will be harder)

4 Art Style

(Images for inspiration, not my designs)

4.1 Japan

Blocky, White or Black base color with bright highlights, think the APAC OWL team logos (Hangzou, Chungdue, Shanghai, Soul)





4.2 America

Beefy vehicles, sleek planes, rugged ships



4.3 Europe

Steampunk style vehicles with a run-down feel





4.4 China

More sleek and futuristic designs, clean

