

Design Document for:

Tess

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Design History

This Design document was written within the specialization "Game Design and Development" MSU on the site coursera.org.

Game Overview

Philosophy

In this game, I'm trying to create and add new mechanics to the popular game of chess. This is a deep strategy game. Generally speaking, I'm trying to create a new game with a competitive component. I like chess, but when you play with a very strong player, the game begins to bore, because you can't stop thinking about the inevitable defeat. I think that some new mechanics and a not significant element of chance can solve it.

Common Questions

What is the game?

It's a deep strategy game, cocktail of chess, tetris element and cards. Actually turn-based strategy.

Why create this game?

I was inspired by the idea which came during LudumDare.

Where does the game take place?

Well, while there is no actual world or setting in my vision of the game. It still can be adapted to setting like: good&evil in a "middle" world.

What do I control?

Control is the same as in chess. There would be a bunch of cards from which you should choose, they will determine the figures you can move. Actually there is not only "move" cards!

Feature Set

General Features

- ✓ Deep strategy game.
- ✓ Unpredictable tactical game.
- ✓ Board is always changing.
- ✓ Each game session different.

Multiplayer Features

- ✓ Ladders! Click play and system will find opponent for you.
- ✓ Easy to find a game.
- ✓ Chat with your opponent.

Editor

- ✓ Customize your starting field and challenge friends!

The Game World

Overview

There is not Game World in this game as it meant. All actions take place on a different boards. But it can have setting like good versus evil or any other 2 side opposition

Default Setting

Like in chess, two side, black and white. Figures also from chess along. We have 3 type of tile: black, white and wall. And 6 type of figures: paw, knight, bishop, rook, queen, king.

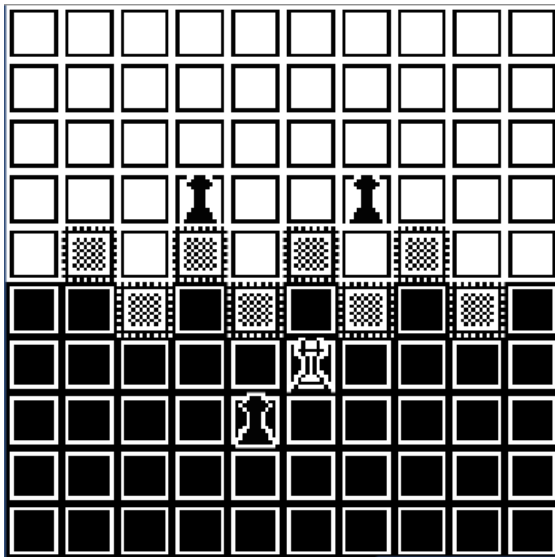
Angels vs Demons Setting - TBA

Board and figures art would be adapted to this theme.

Game Engine

Game build on Unity3d game engine, which has all necessary functions.

User Interface



User interface will contain:

- board;
- State window which include information about turn phase, how many ground player control and etc;
- Next cards window.

Single-Player and Multiplayer Game

Overview

This game aimed on competitive component, so it mainly multiplayer game, but it still have AI for single player like in chess.

Victory Conditions

Kill enemy king or conquer 85% of game board (change board tile for your color).

Customization

Players can edit starting game board and challenge their friends.