Game Concept

Introduction

You are the proud leader of a great faction and your destiny is to rule over the whole world.

Description

Narivia is a free-to-play turn-based strategy game focused on economy and warfare. Set in a big part of the fictional world of Narivia, containing the two main continents.

The player must lead his people to the ultimate victory, by raising the country's economy and expanding its territories using military force. The enemies will share the same dream and will not give up their territories easily, challenging tactical scenarios that the player must overcome.

The player has at his or her disposal an array of units and buildings that he can create, specific to its faction's culture.

Key Features

Requirements

- Microsoft Windows XP or later

- Microsoft NET Framework v4.0

- Microsoft Windows Media Player

- Mouse + Keyboard(Optional)

Supporting Technology

The core engine of Narivia is based upon the Microsoft .NET Framework version 4.0

- Graphics Engine

  - GDI+

- Input

  - Mouse

  - Keyboard (Optional)

- Audio

  - Windows Media Player

Story

The World of Narivia

The World of Narivia is a fictional world, with a different geography and history than the real world. It all started in the north, when the cold became unbearable and the elvish nations began to crumble in the eastern continent. The humans migrated to the south forming different languages, arts and culture over the years. Not long after that, the conflict has gradually replaced the previously peaceful life and alliances between nations were formed. Mankind was divided in four main groups and the hatred resided even inside them.

Many eras have passed since man started to populate the world and many civilizations have fallen while others have just been born. Invasions from unkown continents, plagues, and all kinds of disasters have strengthened the humans and often even united them, but the thirst for more territories never vanished.

Setting

The era and year is unkown to the player but the game is set just after a long period of peace and prosperity, where the human were once again numerous and unthreatened.

The factions became strong and rich, but out of a sudden an economic crisis set in and the world is now just about to go into a total war.

Game Mechanics

Sample Game Play

You find yourself looking at the map of the world, seeing both yours and your enemies' regions.

You choose to conquer one of the neighboring regions to restart your economy but little did you know that this is going to be a lot more than a simple battle, as the whole world is now at war.

You have no allies nor friends, but you notice that a neighboring faction lost one of its regions and is unable to reconquer it yet, but you are. You liberate that region and give it back its rightful owner, paving the path of a promising alliance.

You build walls and train soldiers to conquer more and more regions, while also losing one of your core regions. Your new friend helps you liberate it, it is clear now that he also wants this alliance.

Together you fight against the other factions and eventually the only ones left are the two of you… but there can be only one…

Core Game Play / Game Flow

Game play in Narivia is a turn-based strategy combining economic and military aspects.

The game is based on a world map of regions in which you can build new buildings or train units.

Narivia

Combat

Each faction can choose one region to attack each turn, or none at all. Once a region has been attacked, it cannot be attacked again until the next turn, but the other regions of that faction can.

Economy

The economy is based on income and outcome. The income comes from production buildings and the outcome from buildings and units maintenance.

Relations

The relations between factions are determined by their actions. When someone attacks a faction the relations will deteriorate, while when helping a faction will improve them. Factions with good relations will not attack each other and instead will help liberate lost core regions if possible.

Diversity

Each faction is different from one another. Each have their own architecture, culture, religion, coat of arms and colors. The cultures determine the architecture of the buildings, which for now have only graphical significance.

Each region will spread its dominant religion to all neighboring ones. A faction that owns many regions will also have a more influent religion.

Bonuses

Bonuses are determined by specialized buildings. There are three kinds of bonuses: Attack, Defense and Recruitment. The *Attack* bonus applies only to the attacker of the region, while the *Defender* will

benefit from the defense bonus. If a faction is to be successful, it has to have both bonuses as big as possible. The *Recruitment* bonus will 'hire' a certain number of free soldiers each turn, thus helping the factions grow their armies faster.

Combat

The Combat in Narivia is also turn-based, and the win condition is based on the last-man-standing rule. On each turn, the attacker and the defender will choose one unit to fight with. The Attack bonus only applies to the attacker and the Defense bonus to the defender.

There are specialized units, some better at attacking, others better at defending. The player has to choose the best combination in order to whitstand its enemies.

Units

- Militia
- Man-at-Arms
- Maceman
- Swordsman
- Knight

Visual Art and Sounds

Assets

As Narivia is a work-in-progress project it still relies on edited versions of images and sounds found on various sites on the internet, especially the buildings, units, and notices textures.

The forms design was made by me in code and has a medieval feel, mainly consisting of Dark Red and Gold colors, and gray stone bricks.

Technical Analysis

Experimental Features

Fullscreen

This feature is still experimental but largely functional. It enables the game to run in full screen mode.

Multi-World

This feature allows the game to be able to load different worlds than Narivia. It is 100% functional but there will be some improvements in the future that will allow the worlds to be customized further.

Artificial Intelligence

I plan on greatly improving the AI and possibly implement a difficulty system. There are going to be major improvements especially in relations and build/train strategy.

Abilities

The abilities will allow factions to be even more different than each other. While the code for the abilities is almost finished, none of the default worlds use any abilities yet, as this feature is still conceptual and will suffer major changes in the future.

Narivia

Development Tools

Editor

The editor is an integrated tool that allows the users to modify the existing worlds. It is useful especially for map designers as it allows them to easily edit resources, cultures and other things that would take a lot of time to do via text editors. It currently features:

- Region editing

- Faction editing

- Ability editing

- Religion editing

Console

The developer console can be accessed in-game by pressing the ` key. It relies on a series of simple logical commands and the arguments are always the ID of the target (faction Id, region Id, etc.)

Current commands:

- **relations get** *<faction1Id> <faction2Id>*

  - Displays the relations between two given factions

- **relations set** *<faction1Id> <faction2Id> <value>*

  - Sets the relations between two given factions

- **region transfer** *<regionId> <factionId>*

  - Transfers a specific region to a given faction

- **region addbuilding** *<regionId> <buildingId>*

  - Adds a specific building to the given region

- **region removebuilding** *<regionId> <buildingId>*

    o Removes a specific building from the given region

- **faction troops get** *<factionId>*

    o Displays the total number of troops of the given faction

- **faction troops set** *<factionId> <value>*

    o Sets the number of Militia of the given faction

- **faction money get** *<factionId>*

    o Displays how much money the given faction has

- **faction money set** *<factionId> <value>*

    o Sets how much money the given faction has

- **faction control** *<factionId>*

    o Changes the player's control to the given one and the
      player's old faction becomes AI

Upcoming Features

Narivia is a free-to-play game that was made for pleasure and is one that will never be really finished. I will regularly implement new features to it whenever I get the time. Narivia, as an idea of a fictional universe, means a lot to me and I will never abandon it.

This game is greatly inspired from Total War and Civilization series and I plan on implementing as many features those games as I can.

Planned features:

- Random events

- Prisoners of war

- Religion warfare

- Better editor

- New original textures

- Seasons

- Diplomacy

- Trading

- Per-region units

- Possibly: Hotseat mode for 2 or more players

- Possibly: Multiplayer

- Much more