High Concept Document

GADE6112 – Task 3

Ashveer Jugdav - 17611612
LECTURER: KRUBEN NAIDOO

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High Concept

- A universe so corrupt and monopolistic, corporations run all aspects of life – depleting nearly all-natural resources. The few that are left, wars are raged for their control. You battle opposing factions for control of the universe's resources. While pirates rage on through the frontier, you must seek control, but watch for their Gate Ways, pushing you all around the universe.

Features

- Advanced AI systems
- On click commands
- Battle Simulations

Player Motivation

- While everyday clickers have massive wait times until you can progress to the next phase of the game, here you can watch as the battle unfolds with its sophisticated AI systems and see how each unit reacts and eventually the overall outcome of the game itself.

Genre

- Top Down RTS style Game

Target Customer

- Casual Gamers [people who mostly game on their cell phones, or who play Tetris on a computer], not suited for hardcore games

Target Hardware

- PC and or Mobile systems

Design Goals

- To Apply Art to battle units and backdrop
- To continue to improve on the AI of the battle units
- To continue to improve on the UI of the system and to include a Main Menu for the user
- To create custom Icons for the game

World Design

- The main premise of the simulation is based in the darkness of space, with the stars all around you: with only your team and the enemy in combat. While few levels may have planets and or space stations as static art in the backdrop, the focus of the game is the simulated combat with your team and the enemy.

Character Design [Everything subject to change as this is in Alpha State]

- Teams: The current team system is spilt into the Red and the Blue team, and these are randomly generated. The Red team is seen as lower-case letters and the Blue team is Upper Case [Subject to change when introduced to Unity Game Engine]
- Melee Units: These have a hit range of 1 space as they need to be in close quarters to fight.
- Ranged Units: These have a hit range of 2 spaces as they need to be in close quarters to fight.
- Neutral [Pirates]: These units randomly generate across the map, they will attack any unit who comes near them, but they dare not attack any buildings.
- Factory Building and Resource Buildings [Name Subject to Change]: These buildings act as spawn points for the Melee and Ranged Units. This will be space stations in the final game.

Flow Board

- https://docs.google.com/presentation/d/1JM3As0yfjAdwzb2g7tKXpNGTaGBKjb_Ad4odyHGetJc/edit?usp=sharing

Story and Level Progression

- The main plot is to fight off the enemy faction for control area resources, not resources directly. You would progress each level by defeating your enemy team while also contending with the Pirates [Neutral Enemies].

User Interface Document
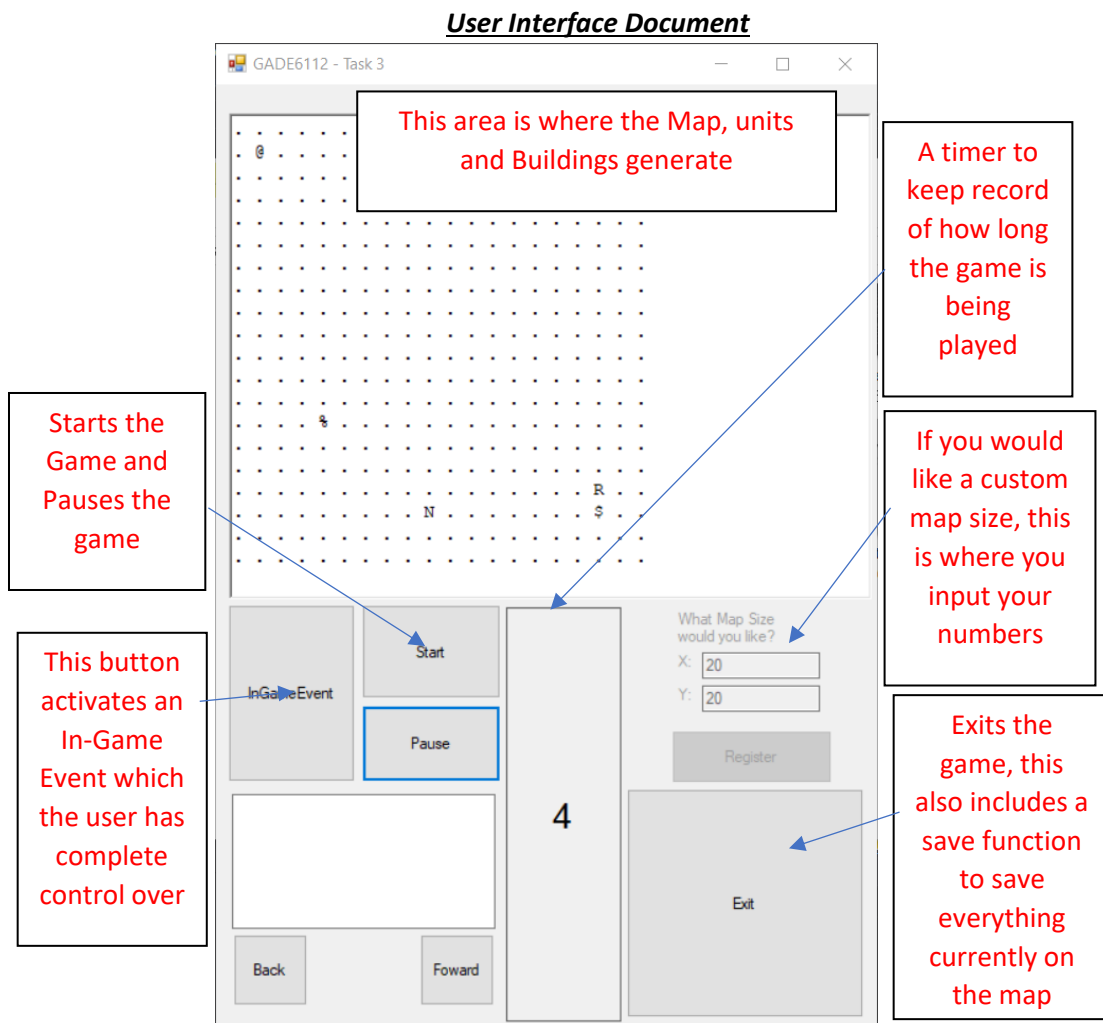
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Game Script

```csharp
8   namespace Task_3
9   {
10      class GameEngine
11      {
12          private Map m = new Map();
13
14          public void rules(int i)
15          {
16              m.checkHealth();
17
18              Building Position Check
33
34              int currentX = m.unitsOnMap[i].XPosition;
35              int currentY = m.unitsOnMap[i].YPosition;
36
37              Unit closestUnit = m.unitsOnMap[i].nearestUnit(m.unitsOnMap);
38
39              Debug.WriteLine(i + "kk");
40              Debug.WriteLine(m.unitsOnMap[i].SymbolImage);
41
42              GateWay Rules
50
51              #region Unit basic movement
52              if (m.unitsOnMap[i].FactionTeam == "Red")              //RED BASIC MOVE
53              {
54                  m.unitMove(m.unitsOnMap[i], currentX - 1, currentY);
55              }
56              else if (m.unitsOnMap[i].FactionTeam == "Blue")         //BLUE BASIC MOVE
57              {
58                  m.unitMove(m.unitsOnMap[i], currentX + 1, currentY);
59              }
60              else if (m.unitsOnMap[i].FactionTeam == "Neutral")      //NEUTRAL BASIC MOVE
61              {
62                  m.unitMove(m.unitsOnMap[i], currentX + 1, currentY);
63              }
64              #endregion
65
66              Unit move to nearest Unit
93
94              Combat
```

This is a small snipped of the entire code use, please look to the repository link for the full code being implemented.

Repository Link
- https://github.com/AshCubed/GADE6112-POE