Factory Royale

Version 2

Written by: Bruno Felix

                Pedro Salgado

                Sérgio Carvalho

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1. Game Resume

Factory Royale is a 2D single player top-down view stealth and management game, where the player plays as a company owner and must take down every other company. Each company starts with one factory and the way they take each other down is by sabotaging and upgrading smarter and faster than the others.

There is an upgrade tree that the player can see if he goes to his/her factory, it has the options to: upgrade security of the factory, making it less likely to be sabotaged; upgrade factory efficiency, making the factory produce more money; worker condition, decreases the probability of workers leaving.

The player can walk around the map where all the factories and can even sabotage them.

If the player decides to sabotage an enemy factory, a new map will appear that shows several rooms, the player's character, guards and a timer on the top centre of the screen, the objective is to find a way to sabotage the factory before the timer runs out and without getting caught by the guards.

If the player succeeds in sabotaging an enemy factory the rival factory will lose either money, workers or a bit of both.

The game ends once the player owns all the factories on the map.

2. Relation with the theme

The inspiration for the game was a painting from Adolph Menzel called The Iron Rolling Mill (painting below), it shows dozens of workers cramped in a factory doing heavy work, this painting was targeted to the lower class so that they could relate to something, therefore we can assume that it depicted their reality.

3. Game mechanics

3.1. Controls

Controls	Action
W / Up Arrow	character moves upwards
A / Left Arrow	character moves to the left
S / Down Arrow	character moves downwards
D / Right Arrow	character moves to the right
Mouse (clicking)	can be used to click all the buttons in the game
Esc – pause menu	pause menu

3.2. Rival factories (NPC)

The rival companies will be created as soon as the game is created, they will act against each other and against the player, they are one of the main elements of the game. They each control one factory at the start of the game and their goal is, as it's the player's, control all factories in the map.
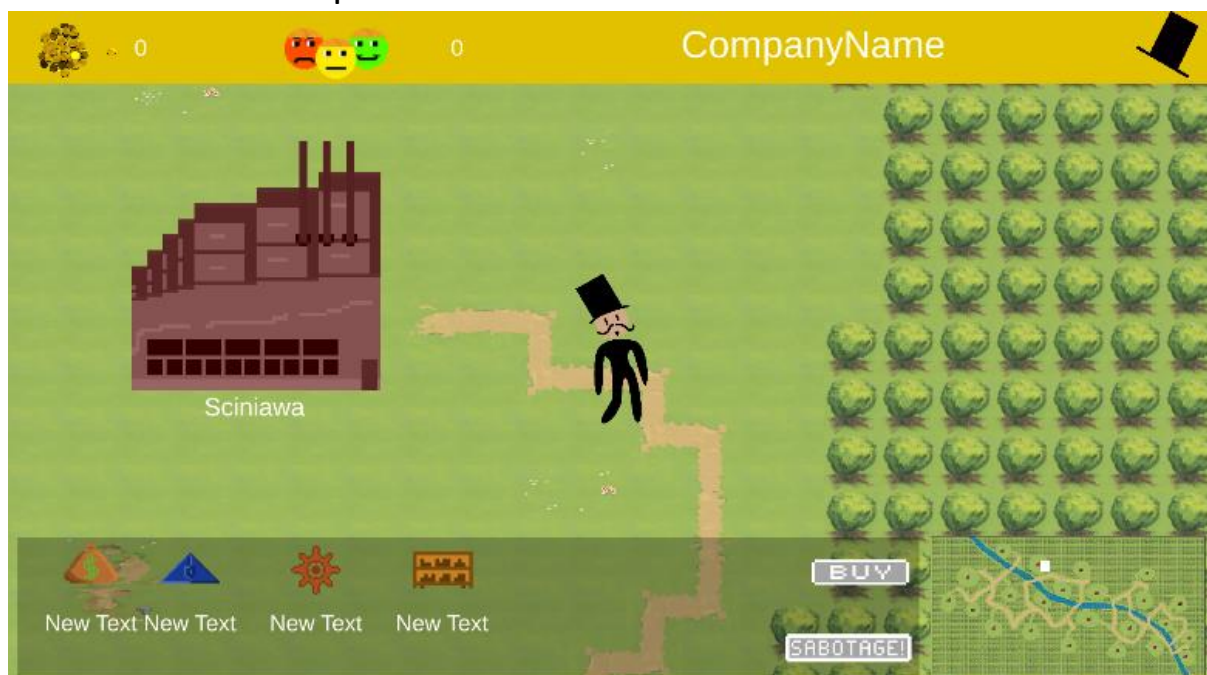
3.3. Resources

Money is the main resource of the game, the player gets it gradually over time from the factories, depending on the Efficiency of each factory, and spends it on factory upgrades and on buying rival factories.

Workers is a resource that the player receives over time and according to the "worker conditions" upgrade.

3.4. Buying your rivals

To win the game the player must buy all other factories, the price of each factory is determined by their money/min, the bigger their income the harder it is to buy them. Once the player buys a factory the income from that factory will add to the players current income. the player will also be able to use that factory's upgrade tree (that should already have some upgrades) and improve it.

3.5. Sabotage

In the sabotage the player will have to reach his objective, before a timer runs out and without getting caught by the guards. There are 3 different scenarios when winning, the player can affect the factory's efficiency (money per second), the workers (make it lose some workers), or a bit of both.

The guards will move around on a path and will have a view angle that the player must avoid, otherwise he will get caught.

If the player fails in reaching one of the objectives before the timer runs out, or gets caught by the guards, he will lose money and workers.

After sabotaging a factory, you will not be able to sabotage the same factory again for 5 real life minutes.

The player can also be sabotaged, if that happens, the player will have the same consequences as the other factories.

The sabotage level of the factory that will be sabotaged will determine the level the player must go thru, the higher it is the harder it will be.

3.6.   Upgrades

There will be an upgrade tree in the game, the player will be able to increase its efficiency, improving the amount of money that factory produces, the security of the factory, reducing the change of sabotage from other factories, and the worker conditions, improving the workers happiness, making them less likely to leave the factory.

The rival factories will also upgrade, but they will upgrade according to time.

All the upgrades will progressively cost more money.

3.7. Newspaper / Journalist

The newspaper will be in the app, and the connection to the game will be a journalist that walks around the map in-game. When approached there will appear a new scene appears.

On the newspaper the player will be able to check the last major events that happened in the last 30 real life minutes, although they might not be true depending on the player paying the journalist to put fake news, or the rival factories doing the same.

4. App Mechanics

4.1. Statistics

The app tells you the statistics from the factories you own and gives speculative newspapers.

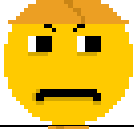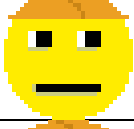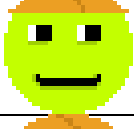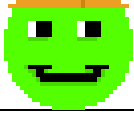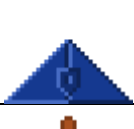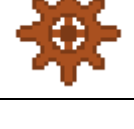Connection between the game and the app screen.

5. ART

5.1.   Map/Sabotage

The art used in the game was a combination of an asset pack and original art. The original art used for the Map and the Sabotage were the factories and all the sabotage sprites.

5.2.   UI

	Angry face
	Slightly angry face
	Neutral face
	Slightly happy face
	Happy face
	Security
	Efficiency
	Money

6. Game Screens

6.1. Main Menu

The Main Menu is the first thing the player sees when the game is opened, only the mouse will be used in this screen.

On the top centre of the screen, written in large letters is the game name and under it four large buttons on top of each other, the one on top is "New Game", when pressed a new game will start, if there is a game in progress, the "New Game" will change to "Continue", under that button there is the "Settings button", when pressed it opens a pop-up window where the player can control the volume (sound / music) and the screen size, under that is the "Credits", once its pressed it will show the credits for the game, finally, the last button is the "Quit" that closes the game when pressed.
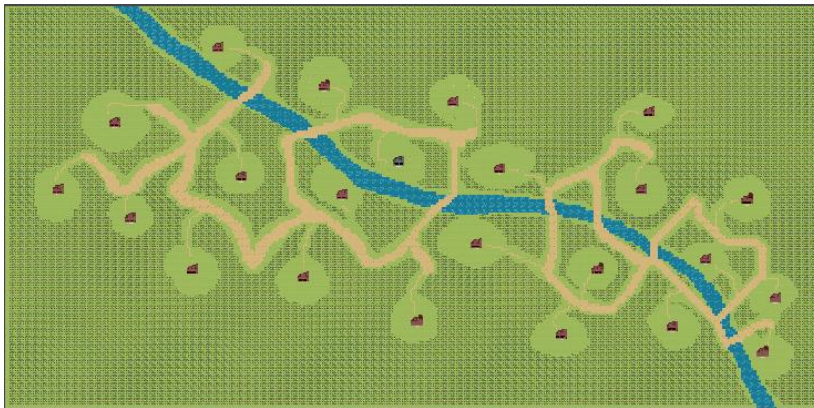
6.2.   Map screen

The map will be the screen that appears after the player clicks the "New Game" /"Continue" button.

In the game map there will be all the factories, the map decorations, the moving NPC's and the separation between cities.

The player will move on the map to reach to the other factories to sabotage them and to find the journalist.
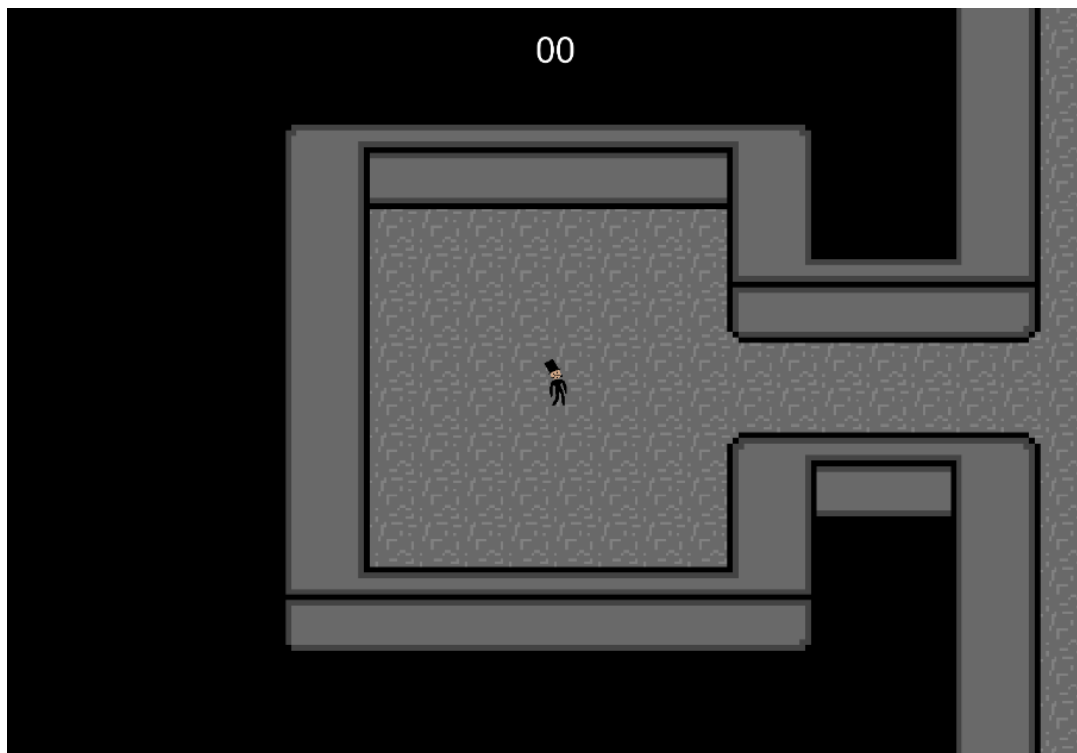
6.3.   Sabotage screen

When you choose to sabotage a factory, you will enter one of the sabotage levels.

The player will be able to complete the sabotage by reaching one of the objectives and not being caught by the guards.

The screen will feature a timer on the top, in which the player must complete the objective within that time period.

6.4.   Upgrade screen

Upon clicking the upgrade button, a screen will show up with 3 different buttons, one for security, one for worker conditions and one for efficiency.

When pressed the screen will change to show what was selected, the impact the upgrade will have, the cost of the upgrade and a button to buy the upgrade.

6.5.   Journalist screen

When the player finds the journalist on the map, the journalist can be clicked and the player will go to the journalist scene.

In the journalist screen there will be 4 Scrolls , on the left side there will be 3 scrolls in which if your mouse hovers them , they will glow yellow to represent selection , the 3 scrolls will give the player options to buy information regarding Security , efficiency and worker happiness.

The Right scroll would be for the companion app , to buy fake news . this is not currently in the game.

6.6.   Settings screen

The settings screen has 3 sliders to change the volumes of the game and will pause the game.

Can be opened by pressing Esc.