# THE GAME DESIGN DOCUMENT

* **Title:** Geometry Wars
* **Gameplay description:** Geometry Wars is a two-player RTS game.The players choose a camp from sphere, triangular pyramid and cube to fight each other. different camps have different special attributes. The players need collect resource, train soldiers, and destroy enemy's base and win.
* **Goal:** Destroying enemy’s base
* **Experience:** The players need to hire farmers to collect different resources, train farmers to different kind of soldiers, and reconnoitre of each other's actions and attack at the right time. The balance between farmers and soldiers will be the key to winning.
* **Theme:** RTS
* **Point of view:** At the beginning, a farmer and a base appeared on the map randomly. Players control him to build new building, explore map and collected resource. Different buildings have different functions, and the players need hire new farmers and train them to different kind of soldiers. Than commanding your soldiers to destroy each other's base.
* **Challenge:** Reasonable arrangement for production, the balance between soldiers and farmers, reconnaissance of each other's actions and attack at the right time.
* **Decision-making:** The players need make real-time decisons based on the battlefield situation.
* **Skill, strategy, chance, and uncertainty:** Players need a reasonable use of resources to produce a restrained opponent's arms, and a reasonable use of their own camp properties. At the same time, the battlefield strategy is also a very important victory factor.
* **Context:** Two players play games on two computers at the same time. The connection will based on Unity.
* **Emotions:** Players will experience intense and exciting game experience.
* **Basic elements:**
  + **Player:** Two, and playing on two computers at the same time.
  + **Player goals:** destroying each enemy’s base.
  + **Main actions:** Hire farmers, collect resource, train soldiers, reconnoitre and attack enemies.
  + **Objects used:** The main model of the three camps personas is derived from the Unity basic model. Other decorative and architectural models come from Unity asset store.
  + **Playspace:** At first, I just use a simple panel to test, later will use plug-in to make different forms of map.
  + **Disappearance judgment:** Every unities have health bar. When health bar is empty, this unity will disapper. If base’s health bar is empty, game over!
* **Interface and controls:**
  + **Controls:** Each player selects unity using mouse. After selection, using left mouse button to attack enemies or collect resource, and using right mouse button to move.
  + **The screen:** The initial angle is 45 degrees above the unity, and supporting view adjustment and zoom in and out.
* **Game flow:**