**GAME DOCUMENTATION**

G.I.G. ‘Rising Star’ Competition Entry

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# Premise

In response to the brief from Grads in Games, I have proposed an idea that would allow the project to be adapted into a fully functioning game. First and foremost, the player is envisioned to be overseeing the game – playing ‘god’ – by instructing their army to build and destroy objects on the screen.

Isometric

Tile-based

Player is the “god”

Click on characters and move them

Procedurally generated

Collect resources

* Stone
* Wood
* Water
* etc

Build objects

* Barracks
* Bridges
* Armory
* etc.

Focus on procedural techniques

* Midpoint displacement (heavy)
* Rivers

Future expansion (will NOT focus in this project)

* Biomes
* Infinite-ish worlds
* Survival
* Weather