**GAME DESIGN DOCUMENT**

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

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Premise

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