Design notes, phase 1:

What can you do?

<u>Creating a base:</u>

You take the role of the owner/commander of your newfound base once you:
- Choose a location/landscape to build on
- Place your HQ somewhere

Operations start once a HQ has been placed. You can recruit multiple people and employ them with different roles within your base:

<u>Roles:</u>
- **Owner/Commander** created the initial base, founded the operations there and has administrative powers over the base, its staff, its operations and its structures. They can delete things that don't belong or don't work. They can also decide when the base is ready for the monsters to start invading (more on that later). <u>There can only be one Owner</u>
- **Chief Builder** has administrative powers over the building and maintenance of the base. They can also build and maintain structures as they please. <u>There can only be one chief builder</u>
- **Captain** has administrative powers over the soldiers and tower-users in the base. They can give orders (the orders will be guidelines written by captains, not compulsory) and they can fight monsters with weapons or man towers/large weapons to defend the base. <u>There can only be one captain</u>
- **Builder** builds and maintains any structures or paths
- **Soldier** fights monsters in-person using weapons supplied by the weapon makers.
- **Artillery/Weapon User** takes the helm of larger structures containing weapons and defences to fend monsters off
- **Supplier** works in factories to make ammunition and building materials
- **Weaponsmith** makes every kind of weapon within weaponsmith workshops
- **Farmer** grows the food for the base

Every role carries a weapon of some kind to begin with. Soldiers, Owners and Captains can upgrade their weapons whereas the job description of other workers prevents them from upgrading their weapons (it is possible to obtain higher quality weapons through multi-roling which I will explain later)

<u>Buildable structures:</u>
- **HQ** is the core building that houses the Owner, Captain and Chief Builder. They can regenerate health by resting here. It is free to place and cannot be removed or relocated once placed. Nothing else can be built until this is placed by the Owner.
- **Path** can be laid. It doesn't cost much and it only requires a small amount of concrete. It doesn't require maintenance and most monsters feel inclined to follow it

Design notes, phase 1:

- **Wall piece** can be placed to help direct monsters on the ground and protect important structures such as farms, water pumps and factories. It doesn't cost much and can be built with either stone, concrete or bricks. Bricks are weakest and stone is strongest.
- **Turret** is an automatic weapon structure what will attack enemies on sight. They can be manned by Weapon Users too. They require metal to be built and have to be reloaded by Suppliers.
- **Bomber** catapults explosives at enemies automatically and can be manned by Weapon Users. They requite metal and concrete to be used and they must be reloaded by Suppliers.
- **Map Room** is the headquarters for the Captain. From there the Captain is able to write orders for the soldiers and Weapon Users based on what the map shows. The map shows all the locations of the **Spawn Portals** located outside of the base area's building boundaries. The map will alert the Captain as to which Spawn Portals are currently active. Spawn Portals occur naturally and randomly within the Owner's chosen landscape to build their base. They spawn the monsters into the world. The map will only tell the Captain which portals are active if the Captain is in the Map Room.
  The Map Room is VERY expensive to build and requires a lot of every material (wood, stone, brick, concrete and metal)
- **Barracks** house the Soldiers, Weapon Users, Farmers, Suppliers and Builders and Weaponsmiths. They can regenerate health by resting here. They can also store inventory here. It isn't very expensive to build and requires metal, wood and concrete.
- **Kitchen/Mess Hall** is where EVERYONE goes to eat. The food they eat there is supplied by the Farmers. It isn't very expensive to build and only requires bricks.
- **Treasure Vault** is a place to store all the moneys you earn from killing monsters. It isn't very expensive to build but it requires a LOT of metal!
- **Weaponsmith Workshop** is the place that Weaponsmiths use to create weapons for people to buy. It is moderately priced and only needs wood and metal to construct.
- **Water Pump** is free to build and deems all the structures, within an unspecified radius, usable. It can be upgraded to increase this radius until it reaches max level, which requires a lot of metal but can provide water for the entire base.
- **Water Pipes** can be placed by clicking on the water pump then a structure outside of the radius. These pipes require metal and aren't cheap to build however!
- **Factory** can be built to provide a workplace for the Suppliers. When in the factory, Suppliers create wood, bricks, concrete, stone, metal and a small amount of money. Factories also produce ammunition for ranged weapons at an unspecified higher level. Factories can be upgraded to increase productivity. They aren't expensive to build and don't require any materials until you upgrade them for the first time, at which point they require metal and concrete.

Design notes, phase 1:

- **Farm** is the workstation of the Farmer. The Farmer grows crops here for the Mess Halls. Farms can be upgraded to increase productivity. They require only wood to build and they aren't very costly. No other materials are required upon upgrades.

Landscapes:
The following are areas in which an owner can choose to start a base. They each have their own kinds of monsters, levels of difficulty and supply of water.
- **Forest**
- **Forest Clearing** (more space to build than Forest)
- **River** (higher supply of water)
- **Mountain**
- **Beach** (high supply of water at higher water pump levels)
- **Plains** (the easiest landscape to start with)
- **Ocean** (highest supply of water at higher water pump levels. Structures are buoyant and every creature swims on the surface)
- **Desert** (lowest supply of water)
- **Tundra**
- **Jungle** (difficult to navigate, not much room to place structures)
- **Hills**
- **Underground** (water pumps must be placed in walls to retrieve water)
- **Sky** (structures are built on floating islands. Don't fall off! Monsters can fly)
- **Heaven** (monsters can fly but nobody can fall)
- **Hell** (the most difficult landscape to play in. Very small water supply. Water pumps must be placed in walls)
- **City** (not a lot of room for structures)
- **Ruins** (like city but harder)
- **Jurassic** (Plains set in prehistoric times. All monsters are dinosaurs)
- **Underwater** (highest water supply. There's no need to make water pumps. Monsters are very difficult to kill)
- **Moon** (monsters are aliens. Water is obtained by killing monsters as opposed to pumping)
- **Mars** (monsters are aliens. Very small water supply by pumping from underground and monsters also give water when killed. Monsters very hard to kill)

OTHER NOTES:
- If your faction contains less players than there are roles in the game, the owner can assign people multiple roles until more people join the faction. Multi-roling allows for lower-strength workers such as farmers to wield better weapons and gain access to other areas including weapon towers.
- Players can join multiple factions and choose which one to play from the home screen. They can exit their current base and enter another one they're part of at any time.

Design notes, phase 1:

- The owner of a base determines when the base is ready to be attacked by monsters. At this point monsters will attack from various Spawn Portals until one condition is met: The HQ is destroyed. That is the monsters' only goal, so protect it at all costs! The occasional monster will spawn when the base is not ready to be attacked. This is only so that players can earn a bit of extra money and supplies to aid them in sustaining the faction.
- A certain, unspecified, amount of players must be online at once in order to allow for the owner to allow the invasion to start. The occasional monster will attack as long as least one player is online. If there are nearly enough players online then monsters will start to attack but at more manageable rates.

THERE'S GOING TO BE A LOT OF CONTINUITY AND LOGICAL ERRORS AS THIS IS A ROUGH DESIGN DRAFT. MORE FEATURES CAN BE ADDED AS TIME GOES ON. IF YOU HAVE ANY QUESTIONS OR CRITICISM ABOUT THIS DESIGN, LET ME (SAM) KNOW.

Ta xo