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Project Documentation:

* Project Name: TBA
* Genre: Real Time Strategy(RTS)
  + Will use server based matchmaking
  + Multiplayer game against two players
* Goal:
  + Two players will both be in charge of their own respective bases where they will command units that may either gather resources of attack opposing forces. The winner is the player that manages to destroy the opposing base first.
* Assets:
  + Units:
    - Worker:
      * Gathers resources from mines or collects mana from designated locations
      * Cannot attack or defend selves
    - Swordsman:
      * Fastest unit
      * Strong against Archers
      * Weak against Spearmen
    - Archers:
      * Ranged Unit
      * Strong against Spearmen
      * Weak against Swordsman
    - Spearmen:
      * Toughest unit but also slowest
      * Strong against Swordsmen
      * Weak against Archers
  + Buildings:
    - Mines:
      * Used to gather gold for the player to use
      * Can hold a max of 3 workers
      * There will be no limit to how much gold can be held
    - Mana Generators:
      * Used to create mana for the player to use
      * Can hold a max of 2 workers
      * There will be a limit to the amount of mana a player can hold
    - Barracks:
      * Used to generate soldiers at the cost of resources
      * Can be built anywhere on the player’s designated side
    - Blacksmith
      * Used to upgrade units to make them more powerful.
      * Can be built anywhere on the player’s designated side
    - Main Base:
      * The main base of operations
      * If the base is destroyed that player loses.
  + UI:
    - Controls:
      * Most of the game will be played using clicks of the mouse.
      * When the player clicks certain objects, different options will appear based on the object that was selected.
    - Other:
      * Building and units will have health bars above them and when clicked you can get a more detailed look at its health
  + Script: (Not Started Yet)