**Game Development 1B**

POE

Dewaldt de Villiers

16030606

14 November 2017

High concept document

The sneakiest Real-Time strategy game you will ever behold, watch Ninjas go head to head or watch how the sneak up on unsuspected hidden hunters lurking in bushes. Let the artificial intelligence run wild, with resource buildings generating income to spawn more characters, which team will last till the end… Only time will tell.

Game treatment

Unlike most RTS games the control has been taken out of the players hands, it’s all down to which team starts with the best set of characters but even more so buildings. You could be in for an all-out war or a quick battle that ended before it even began, what you can be sure of is that you can sit back and watch those sneaky ninjas go to work.

Character design

The two main current characters that get encountered are the Ninjas and Hunters. The ninjas are melee and are less prone to get shot compared to the hunters being melee are for some reason always drawing the short straw. Other than just combat buildings have also been incorporated, giving each team Spawn buildings and Resource buildings to help the grow.

World design

The feel of the world needed to be green and vibrant, idea being that we want to put a ninja in unfamiliar setting and still watch how they own the battlefield. The land is filled with grass and bunch of pretty, blue flowers, all randomly generated along with units and buildings. There is a solid barrier around the map stopping the teams from fleeing, making sure there is an all-out war. Even though the map terrain is simple it gives a large open piece of land to fight on, simple barriers could be instantiate.

Flowboard

Seeing as the game is very much randomly generated the user does not have much control over the outcome of the battle. The game becomes something more of a visual clip or interesting statistic, a guessing game, if you are a betting person I’m sure it would be interesting to see how often you win against your friends.

Story and level progression

Starting on level one a small sized map gets generated with a hand full of units, the winning team starts the next round with less characters but an extra building. Advancing through the levels till eventually a team is left with only buildings and the other team only units, the team that runs out of building first becomes the losing team, allowing for a long term battle if you are willing to sit and see what the outcome will be.

User interface document

A twenty by twenty randomly generated map with multiple ground textures allowing for walkable terrain. A boarder visualized with darkening around the edges to create a feeling of beyond the edge, buildings that are placed and stay till they get destroyed. Units that can move freely in search of a target following specific distance boundaries and movement speed.

Game script

The game script revolves around strong base classes and incorporates an array of random generations allowing for an almost fully autonomous gameplay. Although the map is randomly generated along with the teams, each unit and building base class has a list of its own values and parameters, allowing for a controllable yet random set of characters. The game would best be suited for digital photo frames where it can be left to grow like an ant colony.

Repository link

<https://github.com/DefaultAD/C-_2D_RTS_Final_POE->

https://github.com/DefaultAD/RTS\_Progress