Final Project Game Proposal

# Project Name

*The Governor*

# Team Members

Gwendolynn Eskridge

# Characters

* The Governor (Viet Torrun) – by default a hardened military man, the Governor is the player’s avatar in the game. He has been charged with the task of rebuilding and defending several remote areas of Panacea.
* King Darach Keegan – the player’s overlord, King of Panacea. King Keegan rules a war torn and monster infested land, and is looking for governors to help the remote locations of his kingdom to recover.
* The Monsters – several monsters, human or otherwise, roam the countryside in Panacea. They must be defeated or redirected, lest they destroy the area under the Governor’s care.
* The Heroes – many brave souls are willing to risk their lives and work for the kingdom, provided that they are properly rewarded. The Governor has no direct control over these heroes, but needs them to root out monsters and defend his domain. Each type of hero has their own set of desires and fears that motivate them.
* The Peasants – while mostly defenseless, the peasants are essential to a functioning domain. Without peasants, buildings wouldn’t be constructed, and there wouldn’t be much point to defending a remote outpost. They also tend to make good snacks for roaming monsters.

# Setting/Story

*The Governor* is set in Kinfer, a medieval-era fantasy world. King Keegan rules Panacea, one of three main countries on Kinfer’s main continent. Panacea is fertile and rich in natural resources, but land-locked and sandwiched between two hostile countries. To the north is the frigid tundra of Asguard, whose politics are dominated by a council of clan warlords. To the south is the desert theocracy of Solar. Though Panacea is technically neutral towards both of its neighbors, Solar and Asguard have been at war for centuries. Unfortunately, this means that Panacea often gets caught in the middle, with the Asguardian and Solarian armies constantly clashing on Panacean soil.

Panacea’s people are by and large a peaceful lot, and so have suffered greatly from the years of war. With any luck, the Governor can finally bring some peace and security to King Keegan’s people.

# Game Outline

*The Governor* takes heavy inspiration from *Majesty*, a real-time strategy game developed by Cyberlore Studios and released in 2000. In *The Governor*, the player seeks to create a functioning town or city, while attracting enough heroes to defend the settlement. The player has no direct control over the recruited heroes, but can influence their behavior by offering rewards for certain actions.

*The Governor* takes place in real-time, with the world depicted in an isometric style. Controls consist mainly of point and click, with keyboard commands to move the keyboard and to issue common commands.

At the game’s start, the player starts with a keep, a handful of houses, a few peasants, one tax-collector, and two guards. The map is only revealed in the immediate area around the settlement, with the unreveled areas obscured by blackness. For the first mission, the player must make use of buildings, heroes, and rewards to root out and destroy all the monster lairs on the map. If the player’s keep is destroyed, or all of the settlement’s peasants die, the player will lose the game.

# Milestones

The following list details the major goals of development, with each milestone representing major areas of functionality.

1. Map Display
2. Buildings
3. Characters
4. Artificial Intelligence
5. Economy

# Conclusion

From a technical standpoint, the most interesting part of this game is the AI. Being able to create characters that believably pursue their own goals, while still responding to the player, would be the biggest accomplishment for the project.

Technical Design

# Work Breakdown

Map Display – Map displays on the screen, with the ability to hide/show certain areas. Mini-map accurately reflects the state of the full map. Basic UI and menus accessible, though without full functionality. (2 weeks)

Buildings – Buildings can be placed on the map, using the UI. Map updates correctly. Player is able to interact with buildings. (1 week)

Characters – Characters are generated by buildings. Player can view character details. (.5 weeks)

Artificial Intelligence – Character path finding and goals implemented. Characters can attack buildings or other characters. Player can influence character action with rewards. (2 weeks)

Economy – Players must now obtain resources before placing buildings or recruiting characters. Rewards also require resources. (.5 weeks)

# Code Structure

 