**GADE6112**

**High Concept Document: Dylan de Kock**

**High Concept Statement**

A game set in a fantasy world where warriors fight with wizards who fight with archers. Watch as armies battle it out to see who will be crowed the victors. Each army is given several units that are randomised at the beginning of every game, from here each team will fight it out with whatever they have to offer.

**Game Treatment**

The game is played by simply watching what happens once start has been clicked. You will watch and analyse how each team plays and what each unit does. You will be able to pause the game at any point throughout the game cycle, however you will not be able to go back in time. You will have to pause to see what is happening at a specific point in time and ideally you would be watching with friends and potentially placing bets on what team will win at each point in time when the game is paused.

**Character Design**

Each unit type will have a specific design unique to itself. A warrior will have a separate design compared to that of a wizard and a ranger. The designs are based on high fantasy type games, such as the Lord of the Rings or The Witcher. In this universe unique armies battle against each other in order to see which army will come out on top as the victor.

**World Design**

This fantasy world is set in a destructive era where people fought over everything to the point where the world was left with almost no more resources, just open dust areas where armies collided. As all the resources were taken early on the only way for armies to gain resources is by attacking and stealing resources from other armies, that is where the resource building comes into play. When a resource building runs out of resources it will be destroyed. The battle grounds go from dusty dry spans of desert to forests that are dying faster than the inhabitants of the world. Armies will be fighting on all sorts of areas and thus the units will be experienced enough to adapt to any terrain.

**Story and Level Progression**

In this world the gods have abandoned the world because of lack of faith and worship and left the inhabitants to survive on their own and grow food on their own. The gods have removed themselves from the earth unless they are truly needed, however their absence lasted for hundreds of years, leading to the world turning into a place of destruction and war where you are merely a spectator as to what is happening around you. As you survive you are witnessed to armies fighting to death to secure their resources and keep their kingdom alive. Orcs, humans and all sorts work together to survive as everyone in the world is out for blood and survival. The gods wait for the inhabitants to worship them so they can replenish the world. If the world decides to turn on the gods and continue to hate them, the gods will merely wait for the humans to die off so they may begin again.

**User Interface**

To the left of the tab is the map. It’s a large area of the tab as this is where the players focus will be at all times. It is what will show the players what is going on, what units are fighting, where those units are, who those units are after, etc. To the right of that is the timer, this timer has a tick based on seconds. Every second that passes all the units make their move based on what is possible for them to do, so if a unit is in range to attack they will and if they need to get into position to make an attack they will simply move into position. Below this timer is the information box. If you were to pause the game and click on a unit all the information of that unit will be shown in this box, such as the state of its HP and its attack power and X and Y positions. Below the map are the buttons in the order of “Start, Pause, Reset Map,” These buttons will respectively, begin the game and the ticker so you are able to watch what happens throughout the game, pause the game so that you have a moment to watch what is happening and then finally you will be able to reset the map if you want to start over. To the left of these buttons is the “Save button, and the exit button”. When you click the save button your current game will be saved to individual files based on what unit and or building they are. When the exit button is clicked a message box will come up asking if you are sure you want to quit and based on your decision it will either return to the game or it will leave the program. The final button is above the save button and is known as the load button. This button will load your most recently saved game, keeping track of all the individual units HP, positions and any other necessary information.

**Game Script**

Below is a piece of my code that will initialize the map and place the range units, the rest of the code is located in the link that has been emailed to the lecturer.

**Flow Board**

Main Menu

Selects a pre-made hero so you can make changes

Views all heroes you have so far

Selects by clicking one of the two options

Play Game

Choose an area to fight in

Choose two heroes

View Final iteration of hero

Edit Old Hero

Hero creation

View Pre-made Heroes

Create Hero

Start