

Documentation User

Age of Guild
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Context

We were contacted by the global video game publisher AnBlisoft to offer them the complete development of a game called Age of War, in order to diversify their portfolio of games. It was then that after validating this call for tenders, our team, DreamSup', was put in competition with others to produce the best possible project. To do this, and given that we had two specifications at our disposal, we opted for the one focused on game-design. Therefore, we decided to make this game using Unity and to code with the programming language called C#

Presentation

Welcome to Age of Guild! Join Viktor the fearless platypus, Zélie the stealthy bat, Axel the ravaging hyena, and Leonard the strong penguin on their epic adventure!

Accompany this group of friends through the ages on their new quest. Explore the various locations of their journey, help them improve, and guide them to the pinnacle of their adventure!

Lore

This is the story of four animals who have always dreamed of going on an adventure with new friends. These four dreamers decided to take a chance! They signed up to join a guild so they could go on an adventure, complete lots of missions, and become even stronger. One day, luck was on their side, and these four characters ended up in the same group and formed a guild. They are now ready to embark on their adventure!

Game rules

Game objective

The main objective of Age of Guild is to destroy the enemy base while protecting your own. To do this, you must manage your resources, upgrade your units, and use effective strategies to dominate your opponent.

Resources

Gold: Used to recruit units, build towers, and upgrade them.

Experience Points (XP): Earned by destroying enemy units and used to activate special abilities and unlock future Ages that will improve your units and towers.

Unit type

Units are divided into several categories:

Melee: Basic units, inexpensive and quick to produce.

Ranged: Units with a longer range, inexpensive.

Fighter: Units that are faster with a higher attack speed and strike.

Tank: Heavy units, more expensive with a lot of health and defense points.

Upgrades

Age System: Upgrade your units' weapons by changing Ages.

Defensive: Strengthen your base's defenses to better withstand enemy attacks by installing towers.

Economic: Lower the cost of units to send more units.

Game phase

Initial Phase: Players start with basic units and limited resources.

Development Phase: Players collect resources, decide to spend them on upgrades, on Age advancement, or to save them for the combat phase.

Combat Phase: Units clash, and strategies become crucial to determine the outcome of battles. Use your resources to launch abilities, send powerful units, or large waves of units.

Final Phase: The enemy base is severely weakened! It's time to send everything you've got to destroy it.

Strategies and Tactics

Resource Management: Make sure you always have enough gold and XP to recruit units and make upgrades.

Unit Placement: Send your units in a strategic and precise order to maximize their effectiveness during combat.

Attack Timing: Attack at the right time when your army is at its peak in terms of power and number.

Defense: Protect your base by placing defensive units and towers.

Victory and Defeat

Victory Conditions: Destroy the enemy base to win the game.

Defeat Conditions: Your base is destroyed by the enemy.

Menus



Play: Allows you to start a new game.

Options: Allows you to configure the game settings, sound, and language.

Quit: Allows you to close the game and return to the desktop.



Music: A slider allows you to adjust the volume of the music. A checkbox allows you to completely mute the music.

Sound: Another slider allows you to adjust the volume of the sound effects. A checkbox allows you to completely mute the sound effects.

Languages: A drop-down list to choose the language of the game. You have a choice of 4 languages: English, German, Spanish, and French.



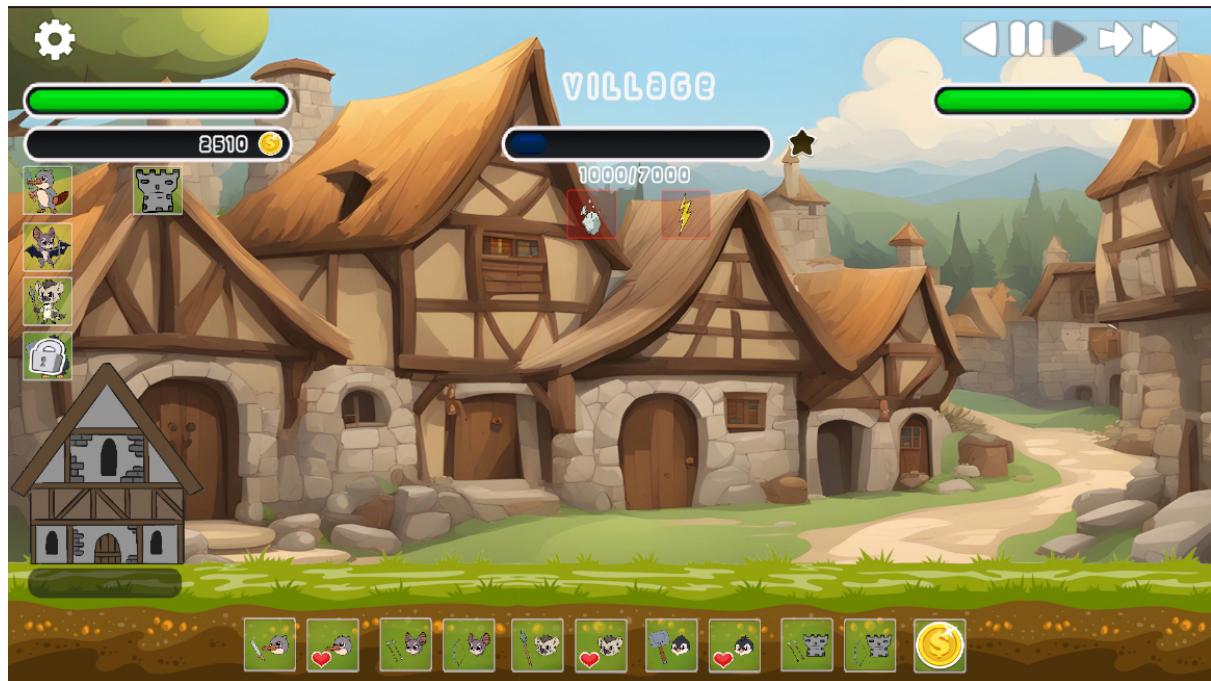
AI - Random: An AI with difficulty based on randomness.

AI - Easy: An AI suitable for beginners or for a more relaxed gaming experience.

AI - Medium: An AI of intermediate difficulty for players looking for a moderate challenge.

AI - Hard: An AI for experienced players seeking a significant challenge.

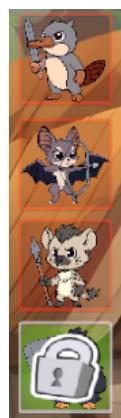
Game Interface



Launch the game

After selecting the AI you wish to fight against for your next game, the game will launch and you will land on the game interface, which brings you plenty of new things to explore... As shown in the picture above, representing the game interface, you will have access to a panel of several options and buttons to complete your game (by a defeat or a victory, obviously...). Here is a description of everything you need to play our game properly.

Unit summoning: As shown here, you have 4 different units at your disposal, to take them in order: The first one will deal melee damage, the second one will deal ranged damage. The next one will deal melee damage but move faster than the first one. As for your last unit, you will have to unlock it by buying it for the first time to be able to use it. Once this is done, you will have access to a unit called "tank" which has increased health points compared to the others.



Summoning a tower: As in any good game, the best offense is defense...

To do this, you can press this button:

You then spend a nice amount of gold to place it.

It can be improved with its associated upgrade buttons. This one is placed on your castle, keep in mind that you have the possibility to place a maximum of 4, which will be placed on top of each other. It is always useful to know that it fires projectiles at a distance and that it cannot be targeted by other units or special abilities in our game.



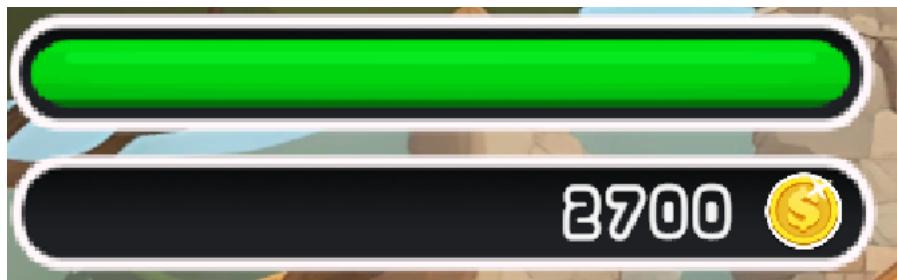
Using special abilities: During a game and by spending part of the experience you have gained by killing enemy units, you have under your wing two special abilities, which are:



Meteorites: As the name suggests, this one randomly drops meteorites on the field (so it will not necessarily hit all enemy units!). You will need at least 30% of your maximum XP to unlock it (and its button turns green).

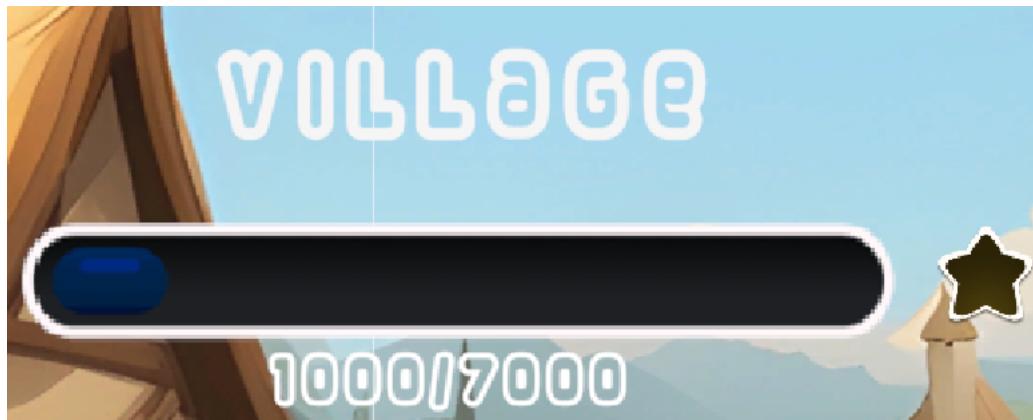
Lightning: The lightning on the left is another ability that you can use. Unlockable only if you have at least 60% of your maximum XP, it will hit all enemy units on the field, dealing them a lot of damage.

Your life bar and your economy: You also have two spaces at the top left, one is specific to your economy, that is to say the amount of gold you have depending on the game in progress. While the other is your life bar (that of your castle, which you must defend!). It will initially be green and the more damage you take, the redder it will become.



As for the economy, you will gradually accumulate money every second but you will also recover some depending on the enemy units you manage to kill during the game!

The XP bar: In the middle of the screen, a circle will be displayed with a blue progress bar inside. For each age, a maximum amount will be given to you.



As shown in the image above, you will have in this example, "village" means the age you are currently in, it will be updated according to the age upgrades you make.

We can clearly see the progress bar and the current amount of XP you have on the maximum amount required to evolve.

The button to its right, marked by a black star, will turn yellow if and only if you accumulate enough XP to move to the next age.

It goes without saying that the text representing your current age will be written in the language you have previously chosen in the menus.

Time management: You also have the possibility in our game to manage time with a menu visible on the game screen, built as follows:



As for its use, you have the play button activated at the launch of the game.

By clicking on another button, it will be the one you clicked on that will be activated, as follows:



This is when 5 options are available to you, so you have the choice between:

- The fact of putting the game in Play (represented here by the middle arrow which will run the game at its normal speed).
- The pause button of the game (which, as its name suggests, will put your game on pause).
- The button represented by the left arrow will put your game in slow motion.
- The extended arrow will put your game in x1.5 so that the units move faster...
- The double arrow on the far right will put your game in x2 acceleration for a faster rendering of it.

Enemy visibility: As shown in the image below, you have the ability to see the life bar of your enemy, so you can see in real time if you can finish him off quickly or not:

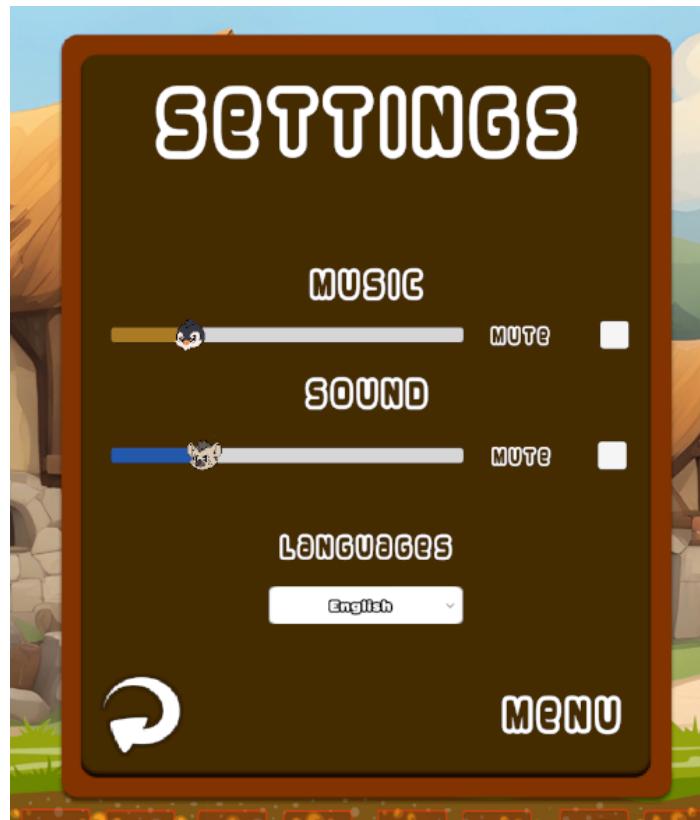


It is represented by the green health bar on the right side of your screen (it keeps the same principles as your health bar).

Options panel: At the top left of your screen you will see a gear as follows:



When you click on it, the game will then be paused, and the same options panel as the one in the game menus, before the display of your game, will be displayed as follows:



You will then have the ability to manage the volume of the music in your game (keeping in mind that it changes depending on the current age you are in), the possibility to change the volume of the sounds emitted by the units, the special abilities and the towers. You will also be able, with the left-wound arrow, to return to your game display, to continue playing, but also to return to the menu! It is interesting to note that if you wish to return to the menu, the current game will not be saved (*which could of course be the subject of an extension in our next patches*).



Time for victory (or defeat..): If you manage to beat the AI you have chosen in the menus, then a victory panel will be displayed and the game will be paused:

Once it is opened, the time of your game will be displayed as well as a banner (green for victory and red for defeat)! You will also have the possibility to return to the menu with the arrow at the bottom of it.