Design History

Game Overview

# Design goals

Goal #1

It’s hard to come up with a brand new product in the saturated mobile market, this game tries to compete in the side-scrolling RTS market which doesn’t have many products. The game is a 2D side-scrolling RTS with a risk-type campaign map. The relative simplicity of the concept will make its design and production easy enough for the company’s first product.

Goal #2

The game runs on mobile devices running android versions above 2.3.3. It supports all resolutions and pixel densities using vector graphics.

Goal #3

The graphics and sounds will fit a cartoonish theme to appeal to the lower age ranges.

# Common questions

What is the game?

The game is a 2D side-scrolling RTS with a risk-type campaign map. The player competes with enemy nations for the control of a country. Each region can be contested by entering RTS mode in which the player controls which units to spawn and how to manage his economy. Once the units spawn they’ll march toward the enemy castle to destroy it. The party whose castle is first destroyed loses the region.

Why create this game?

The 2D side-scrolling RTS scene has relatively few competitors compared to the rest of the crowded mobile market. Moreover the concept being quite simple design and production should not be as much as a challenge for a first product.

Where does the game take place?

The game takes place in a fictional country during the medieval era. In this world the use of magic is possible and multiple Lords use it to fight for total control of the country.

What do I control?

The player has two levels of control. First, in the map view he can choose which country to attack and how to manage his funds. Second, in the battle view he can control which units to spawn and how to manage his funds. He cannot control the movement of his units as they’ll march automatically toward the enemy castle. The player also controls a book of spell which he can use on enemy units.

How many characters do I control?

The player doesn’t directly control any characters, however he can spawn characters of 3 different types.

What is the main focus?

The main focus is to conquer the enemy lords’ regions in order to achieve total country domination.

What’s different?

The game has a tactical campaign man that allows the player to use strategy when fighting enemy lords rather than the usual linear progression map used in other games.

feature set

# general features

Tactical campaign map

Region management (funds and army)

2D RTS style combat

2D graphics

Cartoonish sounds and graphics

# gameplay

Strategic region attack and defense

Control over unit spawning sequence

Fund management

Spells

Skill development system

the game world

# Overview

The game takes place in a world of magic in the medieval times. More specifically it takes place in a single country divided in regions controlled by multiple lords.

# Tactical campaign map

The map gives the player a strategic view of the country with regions controlled by his enemy and some controlled by him. It also allows him to manage each region’s funds and to train the soldiers of that region with the skill system.

# Combat view

This view allows the player to zoom inside a region and control its units. He can spawn any of 3 types of units in his castle to send them to the enemy castle. He can also scroll to the enemy castle to view incoming enemy troops and cast spells on them.

# The physical world

Overview

The physical world is experienced through the map and combat views.

Key locations

The country in the map world is divided in six regions. Five are controlled by enemy lords and one by the player at the start of the game.

Conquest

The player advances through the country by choosing which regions to attack. He can attack any region next to one he controls.

Combat view

In combat view the player sees inside a region. There are two castles and the different layers of landscape such as grass, mountains, and clouds.

Time

In map view the time advances through turn, once the player has finished his actions he can click next turn and the enemy will play. In combat view actions take place in real time.

# Rendering system

Map mode

The country will be rendered over an image of a map. Each region a color representing its control state (player controlled or enemy controlled).

Combat mode

The combat scene is a side view of a landscape. It will be made of layers of landscape rendered in inverse order of distance. It’ll also comprise the castle and units assets and animations.

# Camera

Map mode

The map mode doesn’t include a camera, the whole map should fit inside the screen.

Combat mode

In combat mode the camera can move left or right, a parallax effect should be applied to the different layers according to their distance.

The camera should be stopped at each end of the map.

The camera should shake when important events happen (such as castle destruction).

# Game engine

Map mode

The game engine will track region ownership. It’ll also attribute funding each turn and control enemy attack at the end of each turn.

Combat mode

The game engine will keep track of every unit spawned and the two castles. It’ll be in charge of moving the units toward each other and handle collision detection. It’ll also handle enemy units spawning.

Units

# Overview

The game includes 3 types of units, soldier, archer and mage.

# Soldier

The soldier is a tough knight in armor. It is strong against physical attacks but weak against magic attacks. It can only attack when in close range and uses a sword.

# Archer

The archer is a ranged character who uses a bow and wears light armor. He is equally weak against physical and magic attacks but has a very long range.

# Mage

The mage is a ranged character who uses a staff to cast magic missiles. He is weak against physical attacks but strong against magic attacks. He has a medium range.

# Enemy units

The enemy AI has access to the same units as the player. Their strength changes depending on the skill researched in the region.