Story:

The player will take the role of a new ruler of a ruined land, corrupted by destruction, poverty and war and will raise the land from the ground up. The player will oversee repairing the village, managing materials to upgrade and restore the village while protecting it from other people that are trying to get into the village, trying to raid the village of its resources and enslave the villagers to do their work.

One day, the player receives a letter from their father which just asks for reinforcements and to come back to the village. Your father is the leader of the village and is currently in battle, commanding the army and protecting the village, risking everything to save it, unknown to the player.

Upon arrival, you are greeted by blood, destruction and despair. The entire village was heavily damaged and suffered many casualties. You make your way to the building furthest in the back, opening the door, you find your father deeply wounded and, on the ground, gripping at his wounds to slow the bleeding. You hold him in your arms and during his last moments, he asks you to take over his role, lead the village and restore the village back to its former glory.

With the leader of the village now gone, it is up to you to lead this village and its people to glory and success. You will have to learn as you go and overcome any difficulty that may come your way. This is a story about revenge, revival and war.

Your quest to become the greatest ruler has just begun. You start with a small village on its last legs, to then build up to create a great empire, reaching out to other places to expand your territory. One by one, you can take over the land, grow your army as you recruit more people and get many riches from war. Defend your village against other attackers and take over others, the cycle never stops as you keep developing your village to be better and stronger.

Backstory:

The main character has just turned 18 and is sent on a trial to explore the world and develop by the village to prepare for the day that they will lead the village and succeed your father, the current leader of the village. While on your journey, you receive the letter asking for your assistance.

Upon arrival you talk to the villagers and you are made aware that the village was suddenly ambushed just the other day, surrounding the area in flames and resulted in many deaths, injuries and many buildings were destroyed. What was once a comfortable peaceful village, is now a grim aftermath of war; the people that were responsible for the attack are unknown. The only hints that you have as to who staged the attack are from an eye-witness, who saw the uniform that the attackers were in, but for personal reasons refuses to share the information.

Working together with the villagers, you manage to put the fires out and rescue as many people as possible. Though they were hesitant at the beginning as you were an outsider, but your words of courage and motivation sparked the villager's morale and they agreed to follow your every command to restore their village back to its former glory and to get revenge for their loved ones who were taken from them.

Soon, you manage to restore the village enough so that it can maintain itself and the villagers have a simple life. Upon seeing the results of your efforts, the villager’s trust in you improve and the villager who was an eye-witness seeks you out and tells you the reason as to why they kept the information private. Their daughter was taken hostage right in front of them and they were powerless to stop them as they had access to magic which restricted their movement. Full of anger and regret, they decided to tell you the location of an area, presumably their secret base, which the eye-witness overheard the attackers talk about briefly. It is up to you to decide what you do with that information- charge them now before it’s too late or to prepare first, improving your resources and building up your army and defences.

Characters:

Main character- The new leader of the village and the character that the player will be playing as. They are responsible for managing, protecting and repairing the village. They are new to the leader role, but their determination, courage and smart decision making will make up for the lack of experience.

Father- The previous leader to the village. Strong and reliable, he was the prime example of what a leader should be. He valued the village and its people greatly and led it to the best it’s ever been. However, during the attack, he sacrificed himself to save the remainder of the village and its people and managed to drive the attackers away.

Villagers- ordinary people who lived in the village. They were attacked randomly one day and suffered many casualties. They used to live peaceful lives but now are full of anger and sadness. They can be ordered to defend, build and repair the village as well as attack others and search for materials. You can recruit more to increase your population and have access to do more things at once.

Unknown Ambushers- dark and mysterious, nothing is known about them. One day, they ambushed the village and took many lives and stole many supplies, then faded away like smoke. They have access to unknown powers and magic that cloaks themselves and makes them deadly. One villager is seen to have witnessed one and lived to be an eye-witness, eventually leading to be the key to finding their secret hideout and rescuing their daughter, who was captured and held hostage by the ambushers.

Buildings:

Farm (to get food)

The player will use the farm to get food and will oversee maintaining food supply, keeping above a minimum that will scale with how many people are in the village. The higher the population of the village, the more food will be required to keep them healthy. If the player is unable to keep the food above this minimum, the village may suffer casualties and the villagers will be in lower health, slowing their working speed and efficiency.

The player can send villagers to farm, grow and harvest food that is grown there. Sending more people will result in more food and it being faster but will also invest more manpower and energy into food instead of working on other things, so the player must priorities what they need and send workers out accordingly.

Houses (villagers to live in)

The houses are used to limit the population of the village. The more houses are constructed, the higher the population can be. Every villager gets a house and many share houses. The player is tasked with upgrading, building and fixing houses to keep the villagers happy and safe. They require resources such as wood or metal to construct and the player can send villagers to help each other build houses.

Blacksmith (make armour/weapons for villagers to use)

The blacksmith allows the player to craft weapons and armour for the villagers to use so that they are equipped to deal with threats that may occur. The village may be attacked by bandits or thieves, so by having the villagers equipped with a good weapon and strong armour, they will be able to defend the village and protect themselves in the process, lowering the overall casualty rate for the village.

Various amounts of wood and metal are required to craft weapons and armour and the player must decide when they need to upgrade their equips.

Mine (to get metal)

The player can send villagers to the mine to excavate materials such as metal and other goods. This is one of the main resources that must be managed as it is used to craft many different things and will be imperative to the development and sustainability to the village.

Storage place (limit resources in total)

All the resources that is collected is stored in storage places which limit the total amount of resources that the player can get at any time. The larger the storage places are, the more resources can be obtained and stored. The player may invest resources and people to expand these. Upgrading these facilities will require time so several days may need to pass to upgrade it, depending on how large the player wants to upgrade it to. The larger the facility, the more time and resources required to upgrade it.

They are split up into three categories: Food, Wood and Metal, each having their own storage limits and must be upgraded separately.

Log camp (to get wood)

The player can send workers to the log camp to chop wood for the player to use. This is very energy consuming, so more workers will need to be sent here to even out the added effort required. The wood obtained is used for many things and is a key material in game.

Castle wall (protect village from outside attacks)

The castle wall surrounds the village and protects it from intruders trying to get in. The player needs to keep this maintained and in good condition. If the wall gets knocked down then people can get in and heavily damage the village, possibly stealing and killing many.

The wall has a durability value which can be upgraded while playing. Keeping this value above 0 will prevent it from falling and keep the village safe.

The player can protect the wall by sending villagers out and fighting off intruders.

Gameplay:

The game will have city building elements in an isometric view format. This will include using the mouse to navigate menus, clicking on buildings to upgrade them or collect resources and maintaining village population, repairing the village, protecting it from outside attackers and expanding to more land.

While exploring the village, the player has the option to change the view into a 2-dimensional view and interact directly with the villagers to grow closer, gain more information about the village and to explore certain areas. This can be used to take on personal requests of villagers, which can range from slaying certain quantities of invaders to delivering a certain quantity of resources to them. These are usually optional and help the player build a strong connection to the villagers that they are protecting.

The combat will be in a top-down view and will consist of enemy’s trying to attack the village wall to break it down and raid into the village by sending groups of people. The player will have to assign villagers to defend the village by outfitting them in appropriate weapons and armour and fight to protect the village, using strength in numbers and strategy to win.

The game will use day progression to progress through the game. Beginning with the morning, the player can use this time to build, repair and anything else that doesn’t require combat such as collecting resources or assigning villagers to do different tasks.

During mid-day, time will have passed, resources may be collected as well as any upgrades and crafts that are taking place will show their progress. Enemy movement will also update, and the player may view if any enemies have been sighted nearby.

During night time, the village prepares to settle, any final changes are made in preparation of the upcoming morning. There may be night time raids which the player will have to deal with by fighting them off. Again, time will pass, the player can observe any upgrades or crafts that may be completed and collect them.

The days will repeat, with new events and situations occurring throughout the game. Each day will start at the morning, progress to mid-day, then finally to night which will loop back to the morning and begin a new day. Between each progression of the day has a time jump, where things will update and change depending on the amount of time that has passed.

The game has four seasons: Spring, Summer, Autumn and Winter. The environment will reflect this. For example, during spring, farming will be more efficient and produce more as the plants are healthy, however in the winter it will be significantly more difficult to grow any food at the farm due to the lowered temperature and snow/ice.

Mechanics

The mechanics of the game will mainly involve using the mouse to click on the various menus to navigate through the game. Each interactive object will have its own menu which will have several options depending on what it is.

Resources- resources in the form of wood, food and metal are required for upgrading, repairing and maintaining the village. The player can access various buildings such as the farms for food and the mine to mine for metal to use them. The amount of resources that the player has access to is limited to how much storage they have, which can be expanded to hold more resources later.

The wall- The village is protected by a large wall that covers the village. This wall will be attacked by outsiders who are trying to break through and steal everything inside the village. Your job is to protect this wall at all costs to stop anyone from getting inside the village. The wall has its own health and can be repaired and upgraded to withstand more damage before destruction. If the wall is destroyed and the outsiders get in, you will take a heavy hit to your resources, population and overall progress. Should your population run out, you will game over and must start again.

Movement

The game will have two main ways of movement, moving through the village in 2D mode and using the buttons to pass time and move onto either a new day or new events. The 2D movement will restrict the player to moving either left or right, interacting with NPC’s or objects in order to move to other areas. The player may see that NPC’s move from place to place in their own time or that certain NPCs are seen more commonly at some places depending on events or certain story situations. The weather could also affect movement in various ways. The villagers are more likely to stay indoors if the weather is bad and in combat, the bad weather can slow down movement and be used strategically by the player for them to take advantage of that information and plan accordingly.

Interface

Much of the interface is menu based and the player can interact with the menu by clicking on various buttons.

The main screen of the village will have textured objects that the player can click on, which will open separate menus for each of them. The player can then select different options to do with that object.

The top of the main screen will show the resources such as food, wood and metal as well as the quantity that is current stored and the maximum capacity.

If there is a craft or upgrade occurring, a timer will be above that activity showing the time required to complete it. After that time has passed, the timer will expire, the activity will be completed. The player can choose to cancel the activity if it has not been completed yet and gain back some of the spent resources.

The game is mostly navigated using the mouse, but the keyboard is required for naming things if the player chooses to do so. Every menu can be navigated with the mouse and every object can be interacted with the mouse.

Music

The main music will be between the main music for the village screen and the combat.

The music will change depending on the time of day. During the mornings, the music is calming and bright, welcoming the early sunshine and the infinite possibilities of a new day. This is used to show that there is no danger at the time and the village is peaceful and people are living their lives in comfort, free from any worries.

During the mid-day, the music will be more upbeat and fuller of energy. This is used to symbolise that more people are awake and up doing things. People will be walking about and shopping and socialising.

During the night, the music will be much quieter and soft, showing that the day is coming to an end and people are settling in for the night. There is less activity in the village and everything has slowed down. People are returning from work and shops and facilities are closing for the day.

During combat, the music is louder, fast paced and full of energy. This hypes up the player and motivates them to fight off the incoming threats. The music will change if things are looking up for the player and the player is winning, changing to a more victorious theme but if the player is losing then the music turns to express worry and despair. The music is used to show how the battle is progressing and reflects how the outcome of the battle is expected to go.

Enemy AI

The enemies in game are the invaders to the village who are trying to break down the walls and steal from the village. They will attack the player in groups.

At the beginning of the game, they will be easy to predict and usually go for the most direct approach, making their strategy easy to counter and adjust to.

Later into the game, the enemies will start developing better strategies, using strength in numbers and going for the weaker villagers first to name a few examples. They will fight smarter and be equipped with stronger equipment.

Outside of combat, the enemies will be moving around outside the village, either towards the village or away, to another area. If the enemies come close to the village, they will usually attack shortly after their discovery.

Ideas, concepts and rejected ideas

Some ideas that we initially had for our game was to make a 3-D platformer. This idea for a game was simple and we had previous experiences with making them. We decided not to base a game around this as it would be too linear and apart from level design, there was not enough room to be creative with the ideas that we had.

Instead we have a 2-D movement section of our game where it focuses on exploration rather than platforming. Since we have built a city management game, this allows the player to have a more detailed look at the village that they are protecting and upgrading, going into the village and meeting the villagers.

We had thought about making a Puzzle game that would require problem solving, however we decided that this would be quite difficult to create many different puzzles that worked correctly and would take a lot of testing to get right. We didn’t have much experience with puzzle games, so we decided not to base a game around that.

We had the idea of making a turn-based game like an RPG (Role Playing Game) as we have various experiences in creating and playing them in the past. This idea was good, but we didn’t make our game turn-based due to it limiting what we could do.

The result of our ideas for a game were partly mingled together. The main game is a city management game, however there are elements of tower defence and 2-D movements, covering all our ideas in one game.

The tower defence system worked well with the city management as it split the game into two distinct sections, the city management and the combat. By using tower defence, it keeps with the theme of management as the player needs to manage people, resources, create and upgrade gear for the villagers to use and has great synergy in the context of our game.

Our game has the potential to be a great multiplayer game as it can get quite competitive with invading other players and conquering more lands. This could lead to creating guilds with other players to start a war to protect their village and expand upon their own land. This would also add to the threat that players would feel. They would feel more vulnerable if their village could be attacked at any given time, which would make the player more inclined to build up their defences to prevent their village from being heavily attacked. It would also add to the immersion of the game, as if the player is inside the village and must worry about other attackers who are stronger, smarter and more competent. They can then also team up with their friends and help each other out, sending resources and people to help each other progress.

We decided that while all of this would be possible, it is very difficult to maintain an online multiplayer game and could become quite unfair for newer players who may get attacked by stronger players that have already played the game for significantly longer, therefore are stronger and could easily attack other newer villages with ease. We decided to keep the game offline and focus more on the story elements and upgrading and repairing of the village as the game’s goal. The player is driven to then repair the village to protect the villagers and see it rise up