Project 02 Design Document

By
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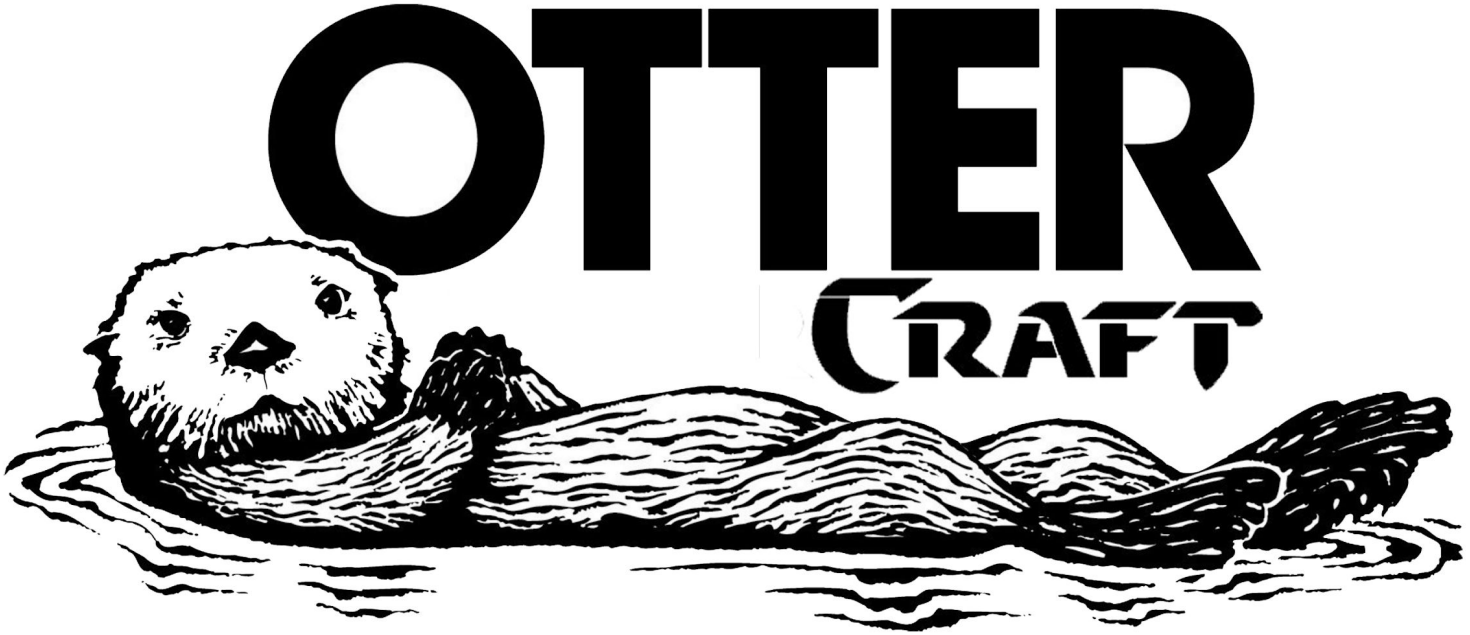
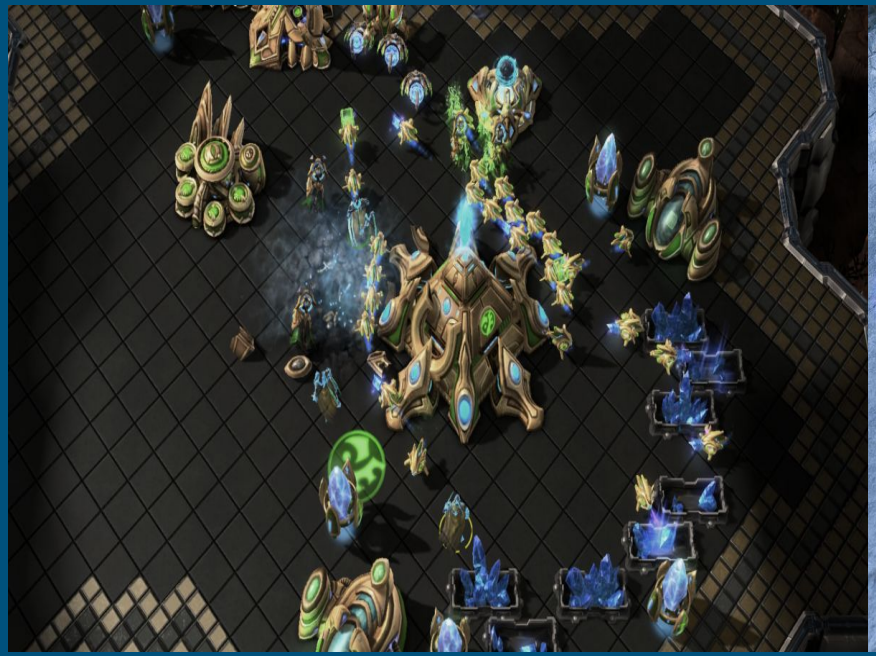

OTTER
CRAFT

Inspiration: StarCraft and StarCraft II But…… Meets CSUMB



Engine: Unity

Player Actions:

The player must gather resources to build a force to take down it's opponent.

The Student Center is the main building while the otters gather starbucks coffee as resources.

is the '*Hive Mind*' telling the player that they "*must construct additional pylons*"

Goals:

This game is not only to copy or reminisce of StarCraft but make where you go to school be fun and exciting.

If this project where to go on after this semester, maybe the player can go against other CSU's. Example

1. CSUMB is Protoss
2. SSU is Zerg
3. Chico is Terran

Constraints:

1. Time.
2. Disecting what details of the game is important.
3. Camera is in 3rd person.