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Team Pizza

## Concept Sketch #2

### **Vision Statement**

Our game is a turn-based strategy game set in space with some interesting mechanics such as, two different resources to work with, fog-of-war, a unit scheme that isn't rock-paper-scissors, units that take up more than one grid space, units devoted to utility, and upgrades.

Games that share some similarities with our game would be the Advance Wars series, Battle for Wesnoth, and Age of Empires: The Age of Kings (DS version). Although there are some similarities, our game has some features that none of those games have.

Our game has many aspects and mechanics that work together to make it unique. As stated above, our game contains units that take up more than one grid space. Because of this, there are strategic options that need to be considered such as, defending these large ships, and positioning smaller ships so that the large ships cannot maneuver around them as easily. Another unique mechanic of our game is that it provides the player with the option to build units devoted to utility. These utility units won't have any weapons or methods to attack the opponent, but instead will provide players with unique tactical advantages. These units will have abilities such as, healing, salvaging, scouting, and creating walls.

Lastly our game will provide upgrades for these utility units. The reason these upgrades are only for utility units, is that we don't want to create a positive feedback loop where one player snowballs too far ahead, but we still want to reward players in a meaningful way for having a thriving economy.

Other mechanics our game has are building units, moving units, attacking units, capturing planets, and using special abilities. Moving and attacking units seem straight forward, however some

units will not be able to move and attack on the same turn. Also, some units will be able to attack from a distance. Units can be built from the planets that a player captures and the players capital ship. Planets can be captured only by a capital ship, or colony ships which are costly and disappear after being used. The drawback to capturing a planet is that killing the opposing players capital ship is the goal of the game but using a colony ship is expensive and the colony ship gets destroyed in the process. This makes it so players have to put themselves in harms way in order to press an advantage by taking more planets. Aside from building utility units, planets will also generate resources over time and provide the upgrades.

Our game is set in space. The distant future where humans have never found other intelligent life, but have spread out over the galaxy. Over time different factions have sprouted up and human technology has forked off on different paths.

### **Audience and Platform**

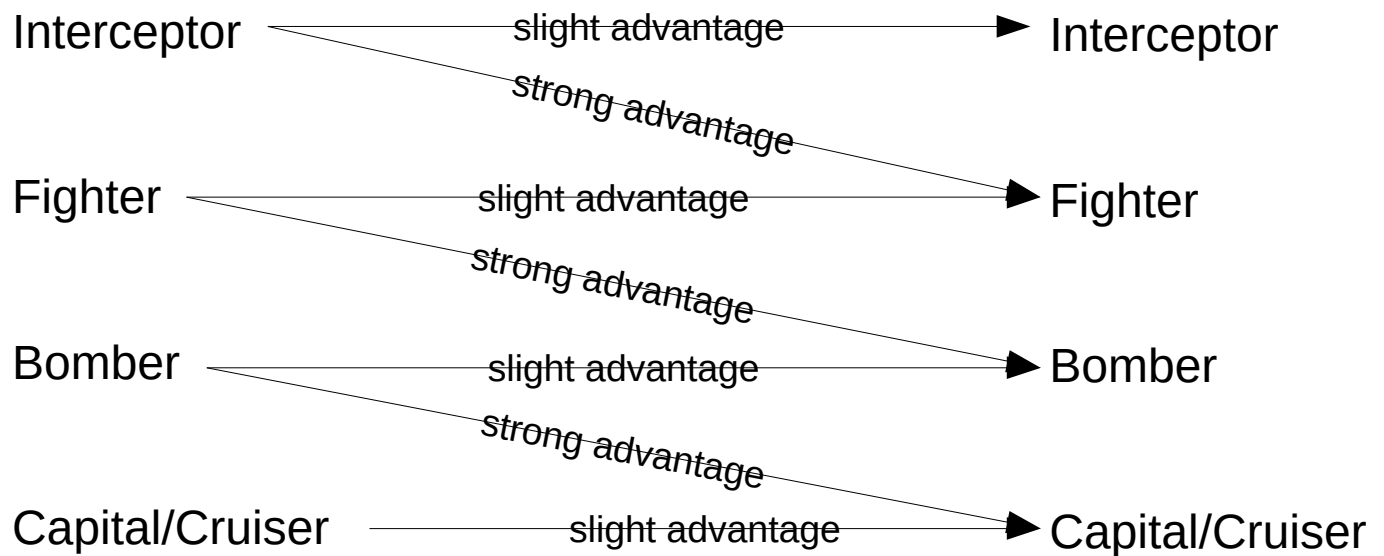
The target audience for our game is anyone who is interested in strategy games. This generally means no one younger than thirteen.

This game will run on Microsoft Windows and Mac OS X.

### **Gameplay**

Units and terrain will be on a grid. Units will be able to move a certain number of spaces each turn. Certain terrain types will cost more than one unit of movement in order to be traversed by units.

At the start of the game players have nothing but their capital ship. They may start with some planets. They will want to move the capital ship in order to get it closer to planets they can capture. During a player's turn, they can build new offensive/defensive from their capital ship and utility units from planets they have captured. There are four different units total, each having their own advantages over other units. The advantages of the units can be either a slight advantage or a strong advantage. The advantage/counter chart can be seen below, the attacker is on the left, the defender is on the right:



Attackers gain a small advantage as displayed in the graph. When attacking a unit that is one tier stronger, the lower tier unit can outmaneuver the defender, because of their smaller sizes.

However, units are weak against anything two tiers or more stronger than them because their weapons cannot pierce their armor. This forces players to balance out the units they build in order to break through any holes left by an opposing players unit choices.

The way this differs from most turn-based and real-time strategy games is that it doesn't use the traditional rock-paper-scissors style. Instead, bigger ships are stronger than smaller ships with the exception of the ships 1 tier weaker than them. This makes it so the endgame strategy isn't to amass the strongest ships, but creates more of a balance between making really strong ships and smaller ships to protect them.

Players will have a “fog of war” that obscures their vision of any areas on the map that they don't have units near. This will add some strategy into scouting out the opponent in order to counter what they are building.

There will be two resources that the player can use to produce units. Both will be generated once per turn, at the start of the turn. Players can increase the amount of resources they generate by capturing planets. These resources will be called money and research. Money will be used to purchase

combat units whereas research will be used to purchase utility units and upgrades. This system will be in place so that players don't feel like their armies will be lacking if they build utility units.

## **Game World**

The game maps will be created by us. GameMaker allows us to build them in a very simple level editing style interface. We will have anywhere from one to three maps, depending on time constraints. All game maps will be built on a grid, as units will use this system of movement.

## **Controls and Interface**

The best design policy when it comes to controls is simplicity. The last thing you want players to have to think about when playing your game is “what button do I press to do that?”. Our game will be almost entirely playable with just a mouse. Left click on a unit to select it for movement and then left click again to move it to the selected spot or right click to cancel. Left clicking on the capital ship will bring up a little box which asks you if you want to build units or move it, left clicking on a planet that you own will ask if you want to build units or upgrades. Units will be able to move once per turn with the exception of the turn they are built. Capital ships and planets will have a limit to the number of units they can produce in a single turn. If a utility unit has a special ability, when they are left clicked on, the player will be able to select it or move.

The interface for the game will be very basic. There will be a main menu that is displayed upon start up of the game that will give the players options for what map they want to play on as well as other features. When a game is started, the only things on screen that are part of the interface will be the amount of money that the player has, the player's population cap, and the pause menu. The pause menu will have various options in it as well, such as ending the current game.

## **Media List**

We will need sprites for all of our ships and terrain types. Each of these sprites will be made by us, and will be roughly 25 by 25 pixels large. The sprites will probably be animated to a certain extent. There will also be a background of stars that will also be designed by us.

We may also need some assets for our menus in order to make them look nice. We might just do a simple button design for this, because of the time constraints on this project. Our game might also have sound effects and music, which we would produce ourselves. Once again, this is all dependent on the time constraints we have.

The naming convention for unit and terrain sprites will be a very simplistic one that is easy to read. Names will be all lower case with underscores between each type. (an example of this convention would be: unit\_ftr\_1\_red.png)