Abstract

Our game is a strategic idle multiplayer game where players manage settlements, gather resources, create or join guilds, and participate in battles.

Since it is an idle game every action in the game, whether It’s building structures, training soldiers, gathering resources, etc. will take time but you don’t need to be activily playing for actions to complete.

The strategic part of the game is that each player will have one main settlement and multiple possible colonies to govern. Each settlement (and colony) can be expanded by constructing new buildings or upgrading existing ones by using resources. Players must carefully use their resources to ensure optimal growth for their settlement. Settlement buildings come in various types such as resource gathering structures, militairy buildings and govermental buildings (castle, resource storage). The main resources will be wood, stone, metal and food with each playing a vital role in the game.

The player can also interact with other players by engaging in attacks against other players in which their troops will be pitted against eachother or by creating or joining a guild. Guilds can be used to chat or exchange resources.

Key Features:

1. Time-Based Mechanics:
   * Every action in the game, whether it's building structures, training soldiers, gathering or sharing resources, or engaging in battles, takes time.
   * Players must manage their time effectively to optimize their progress and strategy.
2. Player:
   * Each player has a unique login
   * Each player controls a settlement (and possible colonies) and its associated resources and units.
   * Colonies: Additional settlements, expanding the player's territory.
   * Players can construct a multitude of buildings to gather or store resources, train soldiers, etc.
3. Resource Management:
   * Gather wood, stone, metal, and food to sustain and expand your settlements.
   * Use a combination of resources to construct buildings and train soldiers.
   * Ensure a steady food supply to sustain your army, as soldiers consume food over time, and shortages can lead to casualties.
4. Battle system

* Fight System: Train different types of soldiers, each with unique health and damage attributes.
* Engage in battles by selecting troops and initiating fights.
* Battles are simulated in the background, with outcomes determined by the composition and strength of the opposing forces.

1. Guilds

* You can form guilds to cooperate with other players
* Resource exchanging: You can exchange resources with other players in your guild
* Chat: You can chat with other players in the guild in a groupchat