

# Dominus

Minimum viable product specification

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# Game brief

Dominus is a turn based strategy game based in the dynamic of building and managing resources as well as commanding an army. The game confronts two lords with equally number of units (combination of buildings and army units). A lord wins the game via any of the next two conditions:

1. The life of your opponent gets decrease to zero
2. The opponent doesn't have more resources to build or deploy any more units and there are no more units on the map.

Buildings will generate resources as well as provide other functionalities like defense, attack or support via modification of the unit's stats.

The game board for Dominus is based in a grid system that will be displayed on the screen in an orthographic projection. A lord is able to manage his armies by creating or editing new ones. After each fight the winner gets a prize in terms of new units or money resources to buy new units in a store inside the game.

Every army consist of a maximum of 35 entities divided as follow :

1. A minimum of 5 buildings and a maximum of 7
2. A minimum of 27 units and a maximum of 30

The game will have a strong pvp component and will encourage ranked matches. Every lord will have an account in our servers and must login before playing the game since all his data is located at them.

Players will learn how to play via a campaign that will teach them the basic mechanics of the game before they start playing real games. This campaign will alter the layout of the map in order to facilitate the learning process.

# Map

The map for Dominus consists in a series of tiles that fill the screen. Bases for each lord are placed in each corner with an indicator that displays the remaining life of each one. Only by approaching the enemy base the player is able to attack it.

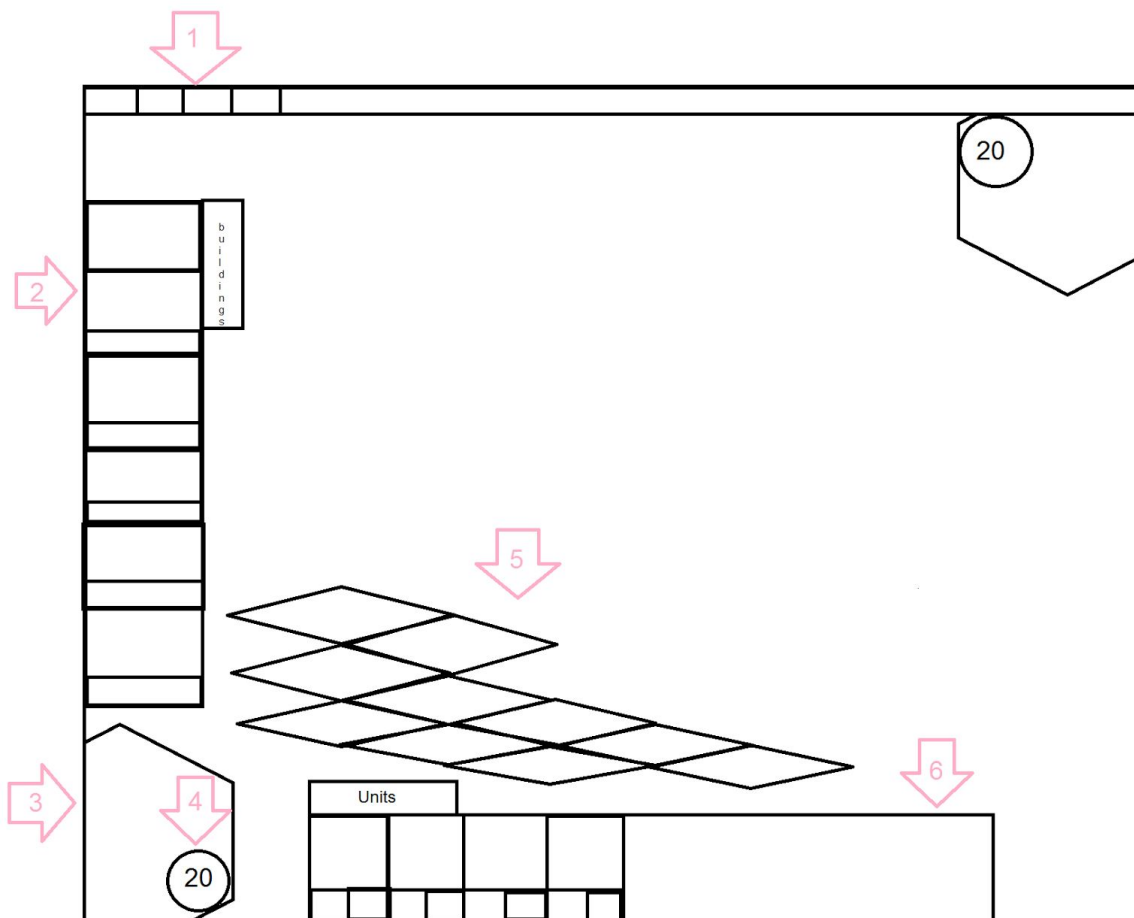


fig 1. Map

The player will always be placed on the left corner on the screen displaying an icon representing his account and his life. players will only be able to build their buildings in the first two rows of the map that are closed to them. players will be able to deploy units in the first three rows of the map that are closed to them. The range of attack is variable per unit or building. The range of movement is variable per unit.

The player see the buildings (fixed all the match) that can build and the units that have randomly being assigned at the beginning of the game.

1. Resources will be displayed in this corner
2. Buildings will be displayed in this list with an icon and the indication of their cost.

3. Lord's icon
4. Lord's life
5. Map where the player can deploy and build units.
6. Units will be displayed in this list with an icon and the indication of their cost.

# New Game

At the beginning of a new game the screen will show to whom it belongs the first turn. The player will see the buildings that have selected for his army. This buildings will not change as long the game continues. The player also receives 5 random units from his deck. Every turn the player will receive a new unit from his deck until the deck runs of units.

The player receives 100 units of every resource. UI displays an easy way to differentiate between buildings and units that the player can afford:

- If a unit or building is affordable for the player with his current resources it will be displayed fully colored.
- If a unit or building is NOT affordable for the player with his current resources it will be displayed in black and white.

# Turn

Each turn goes like this:

1. Player gets a new unit if there are still units in his deck.
2. Player gets an animation in the resources ui that displays the amount of resources that has gain in that turn.
3. Player may do any operations from the next list in any order:
  - Build a building
  - Deploy an unit
  - Move units
  - Attack units in range

As well as any of this, the user can always check the specific information of a unit or building via clicking it. After all this or at any moment the player can end the turn.

## Build a building

Buildings can be build using the ui doing any of the two next steps:

1. Left click in building, once the building is selected the map will stand out any tile in which it can be build. Player left click the tile in which he wants to build the building. An animation displaying the cost in the resources UI takes effect.
2. Maintain left click building and grab the building (its model will appear following the cursor) and release in the tile in which the player wants to build.

Buildings can only be built if the player has enough resources for them. Buildings take effect the same turn they enter the game. Players can only build one building per turn.

## Deploy an unit

A unit may be deployed with the same mechanisms that buildings.

## Move units

A unit can be moved once per turn at least it has an ability that says so. The process of moving a unit goes as follow:

1. Player selects a unit in the map
2. The map stands out with green the tiles in which the unit can be placed. If the unit can attack in any of this tiles to surrounding enemies they will be stand out in red.
3. User clicks in the tile where he wants to place the unit.
4. An animation happens showing the movement of the unit.

# Battle

## Attack a unit

Each unit in range of attack can attack a surrounding enemy or the enemy's base once per turn at least there is any ability that says so. The process of attacking a unit goes as follow:

1. Player selects the unit
2. Surrounding enemies that are in range as well as the enemy's base will be stand out.
3. Player selects target
4. Camera zooms in to show the animation closer
5. Camera zooms out.



## Finishing the game

If any of the two mentioned conditions for winning the game happen a screen will display a message standing out if the player has won or lost the match