# GADE6112 – High Concept Document

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High Concept

The game is a gritty simulation, set in the near future, of two opposing forces trying to conquer the overpopulated land they fight on. Only one faction can survive as there is not enough space for anymore humans on the planet.

Game Treatment

Character Design

Character are split between two competing teams. One team strives to liberate humanity and make the planet a “fair” world where only the strong survive. The other team, on the other hand, want to establish a chain of command and bring law and order into the wild, ruthless lands.

On the game itself, characters are represented using symbols and letters. Each character having a unique symbol to represent the type of unit they are and the team they belong to.

World Design

The world is desolate and dry. Most of the land has become unfarmable and only little space remain which humans can inhabit. This mixed with the increase in human population has led to wars and a fight over habitable land. Towns have been demolished by unpredictable storms and most of humanities technological advances mean nothing. Everyone has resorted to old ways to keep alive and survive.

Flow Board

Story Progression

Over the course of the game two factions are pitted against each other to determine who will be victorious and have control over the land. As gameplay commences the units attack each other until one faction’s units remain. This faction is then considered to be the winners and claim what is theirs.

Different simulations can have different outcomes and therefore one cannot truly predict who will be victorious. The number of units spawned for each team is also random and this can have a major part to play in the outcome of the game.

As the game is a “one-time simulation” there are no differentiated levels.

User Interface Document

* Start Button – This starts the timer and gameplay commences.
* Pause Button – The timer will be stopped, and gameplay will be left in a frozen state, unless the start button is activated again.
* Exit Button – This closes the program.

Game Script