

Tents

1. Specification

Name: Tents

Type: Real-time strategy

Date of production: April 2022 (not finished)

Technology: Unreal Engine 4.23

2. Overview

Tents is a simple, STR game placed in harsh, desert landscape. Player is leading a small tribe of nomads, trying to survive as long as possible, fighting with animals and other tribes over valuable resources.

Project is still being developed and not all of the described features has been implemented yet. That also mean that some ideas for skills and mechanics haven't been tested yet, so it might not make it to the final version.

3. Description

Game is playable in single-player or multi-player mode. Each player is starting from choosing one of three available tribes, each having unique set of units and skills. In multi-player mode main objective is to become the only player left on the map, while in single-player mode to stay on the map as long as possible. The main obstacle in the gameplay is lack of resources – in contrast to typical RTS game, Tents is less focused on building an army and fighting each other, and more on tactical managing of available resource, too few to sustain many tribes on the map.

Resources

Water – collected from water sources, like lakes, rivers, puddles or self-made collectors on rainwater. Each unit is able to carry a certain amount of Water, from the source to the Great Tent, main structure of the player. Once delivered there, it is added to Collected Water, from which every unit is draining a small portion of water every second to stay alive.

Leather – collected from killed animals, used to build structures and equipment for units.

Wood – collected from trees or branches, used to build structures and equipment for units.

Units

Each unit type has a few common features:

- Every second unit is trying to drain water from players Collected Water. If successful, it keeps living. If failed, it's starting to slowly lose HP until it will not be able to drain again.
- It can carry certain amount of water drained from Water Source and deliver it to the Great Tent.
- New units can be spawn in structures proper to their types.
- Can fight with its bare hands, dealing minimal damage.

- Can build structures, if player has enough resources to do so.

Besides that, each unit has some unique properties:

Tribe member – basic unit. Each player starts the game with 5 tribe members. No additional features.

Warrior – has more HP and is wielding a weapon, increasing his attack's damage. Spawned in Warriors Tent.

Worker - can carry more resources and builds structures faster than other units.

Structures

All structures have their Max Health and Current Health, Time needed to build Structure, and one common feature – possibility to fold it and move it to the other location. This represents nomad lifestyle of constant traveling in search of new resources.

Great Tent – main structure. Each player starts the game with one Great Tent, and cannot build another one. All resources are being collected to this structure, and added to player's collected resources. New Tribe members are being spawned here.

Warrior Tent – Warriors are being spawned here and Warriors' upgrades can be bought here.

Worker Tent – Workers are being spawned here and Workers' upgrades can be bought here.

Water Collector – Simple well, collecting rainwater.

Water Tank – Units can deliver Carried Water here, in addition to Great Tent – helping to carry water from distant locations.

Farm – Enables taming animals.

Neutral Units (Animals)

All neutral units being periodically spawned in certain locations on the map, and are moving randomly around certain area. All neutral units have their HP and can be killed, dropping leather and food (amount based on animal size), which heals units that pick it up.

Goat – can be tamed and produce food.

Camel – can be tamed and use to moving folded Structures.

Lion – cannot be tamed. Is aggressive and can deal damage to player's units. Spawns in the desert

Hippo - cannot be tamed. Is aggressive and can deal damage to player's units. Spawns in Water Sources.