# Battle of the Lecturers – Fight for The Time

## High Concept Statement

The game is all about our lecturers, Kruben, Aisha and Willie. The lecturers all need time to teach, and there isn't enough time for everyone to be addressed, so war ensued. Portals opened and all 3 lecturers were sent to respective army camps to train, employ and wage war against the opposition. The final standing team would be the winner and get the highest slot of time, and the most contact sessions with students, while the rest need to battle it out for mediocre sessions and little to almost no contact sessions.

The game is all about waging war, using your mind strategically, learning your opponent's tactics, countering it, and figuring out what is best. You also get to choose a side, which one you support the most, and who you feel like should be the winner.

## Features

- Real-Time War waging system
- Team Selection
- Training of Units & also the building of machinery
- Map building
- Map placement
- Command system

## Character Design

Characters based on the commanders will be as near closely resembled the real-life inspirations, while units and buildings will be dependents on their personality and what their favourite playstyle is when it comes to fighting. Willie's Paladins might enjoy maces and shields, but form shield walls often when attacking, or Kruben's knights sometimes mount horses and charge in like cavalry.

The units will be dependent on their role, and will wear armour suited to their role and weapons will also be suited to their selected role. This makes the game more exciting.

## World Design

The world is an old warforged area, complete with mountains, rivers, deserts and more. Each team will start in a biome, and whenever combat starts, the biome will change to suit a new battle, and it will also depend on who's attacking and who is defending the biome. The attacking team can push through to an enemy's biome system, and destroy their base to win, but the defending team can make use of natural resources to create traps if that's their strategy of winning the war.

The world will have quite a bit of foliage based on the biome they are in, and will also have natural places to set traps. Mountains will have areas to create rockfalls if the enemy is walking in the middle of a canyon, rivers will slow enemies down, to open places for archers and more.

## Story and Level progression

The story doesn't progress until one team wins. When one team is declared the entire winner and last team standing, the story progresses to a final cutscene that shows the lecturer getting the best time slot. The level will progress based on how effective the training of teams are and how combat goes depending in combat sessions, defending or attacking bases.

Each unit will gain a set of experience for battles that they survive, giving them slightly better abilities that will benefit others around them. This will also give them a slight edge in battle, depending on which enemy is fought and if their combat style has not changed either.

# Game Treatment

## Executive Summary

- Pick a lecturers side
- Control him to create an army, set up traps and bases, and defend yourself
- Initiate combat against other teams to destroy their bases and defences
- Grow your army to be more powerful
- Learn various fighting styles

## Overview

### *High Concept*

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### *Genre*

3D, Level & instance based combat simulation. The levels are designed so players can set up traps or deter the attacking players from advancing depending on the situation. The levels are semi-realistic with look and feel, so is character armour. The game uses resources heavily as you build the army.

### *Hooks*

- Look of the game: The semi-realistic look with PBR materials will attract players who want the look and feel of characters that are brought to life and wearing armour that is relevant to their time.
- Level Building: The way to set up traps and deterrence on levels that help your character win the fight is what helps bring this world to more life, and gives it that way of learning more strategic values.
- Replayability: The player can always restart a new game and play as a new character to see what happens, or change up their strategies and see what the outcome would be based on their new strategies.

### *License*

No license will be needed as all characters will be made to be generic, and referenced characters will have permission to be modelled.

### *Technology highlights*

The game will be developed using Visual Studio c# and Unity 3D, as well as Blender for 3D modelling and animation needs

# Game World

## *Backstory*

The game world is from an old-warforged area that has been used for countless battles between enemy forces. These landscapes will be based on references from battles in books like The Art of War by Sun Tzu and such. These landscapes will be built to be used by every advantage, from blinding opponents to making them wade through a river to be slower, to waiting for your opponents to walk through a canyon and dropping a pile of rocks on them.

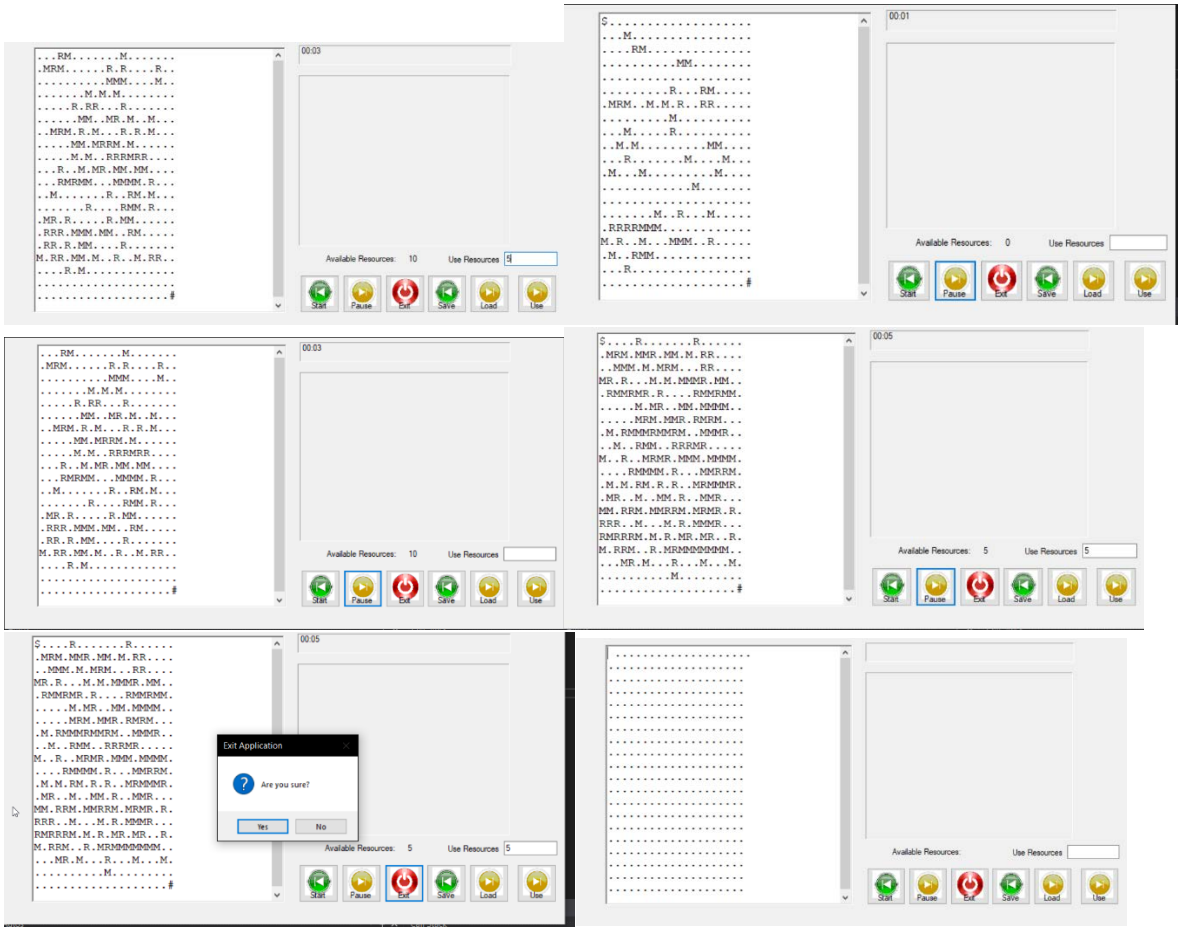
## *Objective*

Be the last team standing. The last team standing will be the one who eliminates the rest of the competition, or eliminates the 2nd last team alive.

## *Characters*

- **Kruben Naidoo:**
    - Kruben is a hard fighter, not changing his methods or mind so easily. He will always usually fight with one well-known weapon, or switch between certain weapons with fighters. Kruben is a very smart tactician though, using the advantage of the battlefield and making use of advantages nearby that he can get. He is not one to be deterred.
- **Aisha Dollie:**
    - Aisha is a fighting soul, always learning new tricks and tactics, and making use of heavy artillery usage and traps that her team builds. She changes her strategy often when losing, figuring out quickly the most effective way to defeat an enemy before coming back to a winning battle.
- **Willie Knoetze:**
    - Willie has been trained heavily in the arts of war, and learns how to effectively create a strategy and use the environment, but is not willing to always fight, and looking for peaceful methods. If provoked or attacked though, he will not hesitate to defend himself, and if provoked even further, he will unleash the holy wrath of his paladins on the war.

## Flowboard




## User Interface

The user interface will display information based on what's happening. If there is no combat going on, it will display how many units are trained, how much storage there are for units, how many units are ready for combat, how many are sick, and also, what they can do to train units, build infrastructure and also go to other biomes nearby to set traps.

When in combat, the user interface will display units left on the field, and will also display commands that can be issued depending on the situation.

## Game Script

```
private void btnExit_Click(object sender, EventArgs e)
{
    System.Windows.Forms.DialogResult result = MessageBox.Show("Are you sure?",
    "Exit Application", MessageBoxButtons.YesNo, MessageBoxIcon.Question);
    if (result == System.Windows.Forms.DialogResult.Yes)
        this.Close();
}

private void rtbMap_MouseClick(object sender, MouseEventArgs e)
{
    lblUnitInformation.Text = "";
    int mouseX = MousePosition.X;
    int mouseY = MousePosition.Y;

    int formX = this.Location.X;
    int formY = this.Location.Y;

    int y = (mouseX - formX - 44) / 18;
    int x = (mouseY - formY - 74) / 17;

    x = x + 1;

    foreach (Unit u in gameEngine.Map.UnitsonMap)
    {
        if (u.X == x && u.Y == y)
        {
            lblUnitInformation.Text += u.toString();
        }
    }
}
```

## Repository Links

Task 1: https://github.com/Lightprincess98/GADE6112_Task_1_Ruan_Stahnke

Task 2: https://github.com/Lightprincess98/GADE6112_Task_2_Ruan_Stahnke

Task 3: https://github.com/Lightprincess98/GADE6112_Task_3_Ruan_Stahnke