Ideas for the game

Tower defense/ management game:

Map/ people / buildings/enemy waves/ doctrines/ allied units

Point of view: top a bit oblique

Parameters:

* Gold ( buy buildings, weapons, mercenaries )
* Food ( feed soldiers )
* Men ( soldiers, generals, engineers )
* Equipment ( Make weapons and upgrade them, dig trenches, make buildings)
* Electricity
* Research points
* Troops morale
* HQ’s life
* Experience

How the game is played :

You have an HQ and ressources every second : gold, men, food…

**Tabs:**

Shop:

Army: barrack, tank factory, Aircraft factory, walls, watchtowers, trenches, barbed wires, mines

Infrastructures: power ligns, hospital, rest building, routes, radio center (scouts)

Resources: mines, factories, laboratory, power plant

Projects: City reconstruction, Creating gold marks, Espionnage, Billiard hall, execution of soldiers for example, War Finance Initiative

Research: New troops, more upgraded, new buildings

Doctrines : Not defined yet

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Soldiers | Speed | Reach | Damages | HP | Firing speed | Training time | Material | Men |
| Foot-soldier | + | +/- | - | - | + | - | - - | 1 |
| Machine gunner | + | - | + | +/- | ++ | +/- | - | 1 |
| Snipers | +/- | ++ | + ou - | -- | - | -/+ | - | 1 |
| Tank | - | +/- | + | ++ | -/+ | + | ++ | 3 |
| Plane | ++ | + | + | +/- | + | ++ | ++ | 2 |
| Artillery | - - | +++ | ++ | - | -- | +/- | + | 4 |
| Bomber aircrafts | -/+ | - | ++ | + | -- | ++ | +++ | 3 |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Price | Gold | Material |  |  |
| Factories ( resources) |  |  |  |  |
| Barracks |  |  |  |  |
| Tank Factory |  |  |  |  |
| Aircraft factory |  |  |  |  |
| Hospital |  |  |  |  |
| Watchtowers |  |  |  |  |
| Walls |  |  |  |  |
| Barbed wires |  |  |  |  |
| Trenches |  |  |  |  |
| Mines (resources) |  |  |  |  |
| Anti-personnel mines |  |  |  |  |
| Laboratory |  |  |  |  |
| Power plant |  |  |  |  |
| Power ligns |  |  |  |  |
| Rest building |  |  |  |  |
| Route |  |  |  |  |
| Radio center |  |  |  |  |