

Veeliw vs Nac

Documentation

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2110215 Programming Methodology Semester 1 Year
2022 Chulalongkorn University

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Introduction

Veeliw vs Nac is a turn base strategy game inspired by many strategy games such as Civilization and Starcraft. In the game, you are the emperor of the Veeliw empire who explores the map, collects resources, builds stronger armies, and expands their empire. Unfortunately, a local tribe, Nac, wants to defend their homeland from the Veeliw invasion. As a result, the tribe sends waves of their own soldiers to attack and destroy the empire. The Veeliw declares war against the Nac to show domination and to conquer their territory.

How to play

The game begins with you having a house at the center of the map and some resources. On each day. The player chooses to distribute their population to do various jobs such as gathering resources or joining the army.

After the game lasts for several days, the enemy will start to appear randomly outside the player's territory. The players need to defeat those enemies otherwise they will destroy your buildings and your units. The winning conditions are to control all of the map or survive till the last wave of the attack. On the contrary, the losing conditions are having all your buildings destroyed, losing all your population, or having no food supply.

Game Controls

WASD: To move the camera to various parts of the map

Mouse Click: To control units and building





Resources

There are six types of resources listed below. The player can gain them through their production buildings or exchange them through trading.

- Wood: needed for military and building
- Stone: needed for military and building
- Iron Ore: needed for smelting iron
- Iron: needed for military and building
- Money: needed for military and building
- Food: needed for population and decreases over time

Terrain






The map consists of four types of terrain, field, forest, mountain, and water. Each one of them (except the water) allows diverse types of buildings that the player can build on and gives advantages to specific types of army unit.

-  Plain: build field, mine, sawmill, smelter, house, and military camp
-  Mountain: build mine, smelter, and military camp
-  Forest: build sawmill and military camp
-  Water: does not allow any building on it

Unit

One unit is made up of many people from your total population. The unit can only attack their opposite side if the target is in the attack range. The damage of the attack depends on how many people the unit has, which will decrease the enemy's people count. (To sum up, you can view number of people as HP that affect attack damage. The higher your HP the stronger your attack will be.)

There are four types of units listed below. Some have special abilities based on the terrain they are standing on. Each one of them has their own attack and move details. One unit can only perform one action per day, which is either move or attack.

-  SwordMan: melee attack
-  Archer: long range attack
-  ForestSwordMan: gain buff on Forest
-  MountainSwordMan: gain buff on Mountain
-  FieldSwordMan: gain buff on Plain

Building

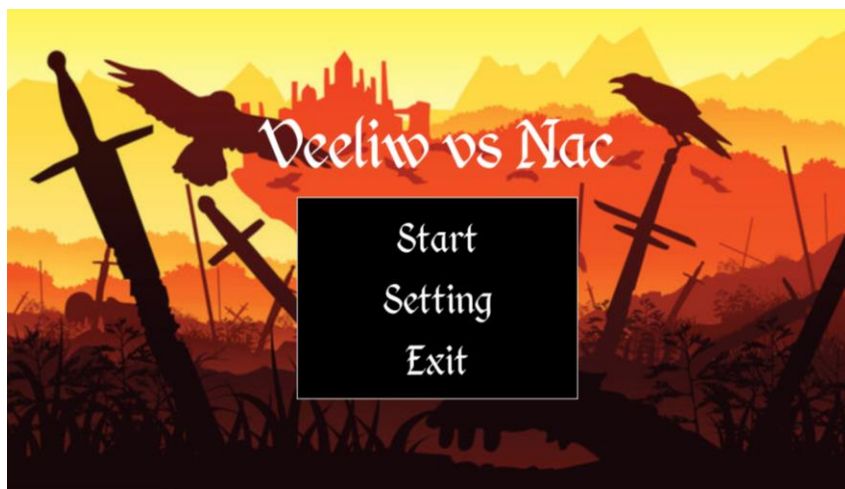
Each building has its own role in the game. One building is made from several types of materials.

There are seven types of building that can be classified into two main categories, resource-related and military-related.

-  House: increase max population of the game
-  Field: harvest food
-  Mine: mine stone and iron ore
-  Smelter: smelt iron ore for iron
-  Sawmill: produce usable wood
-  Military Camp: train, upgrade, and heal army units

Landing Scene

This is the first scene that the player will see after running the game.



Setting Pane

Before they start the main game, they can choose to adjust the volume, to skip animation choice, and to play an endless mode.



Game Scene

This scene has the map and user interface parts. The map consists of Terrain, Building, Unit that the player can interact with. The user interface consists of resources status, population status, and many more. The player can select the entities on the map to perform types of actions to them or groups of them (e.g., build, train, attack, etc.).



The shaded terrains are the player's territory meaning that the enemy will not spawn inside the city.

The green units are player's units that have not been moved in that day yet, while the red ones are the enemies.

Pause Pane

You can click the pause button to pause the game and show the pause pane.



Message Pane

The scene is for notifying the player for doing weird actions that are not possible by the game controller and game logic. For example, A message show when player use their own unit to attack the same side.



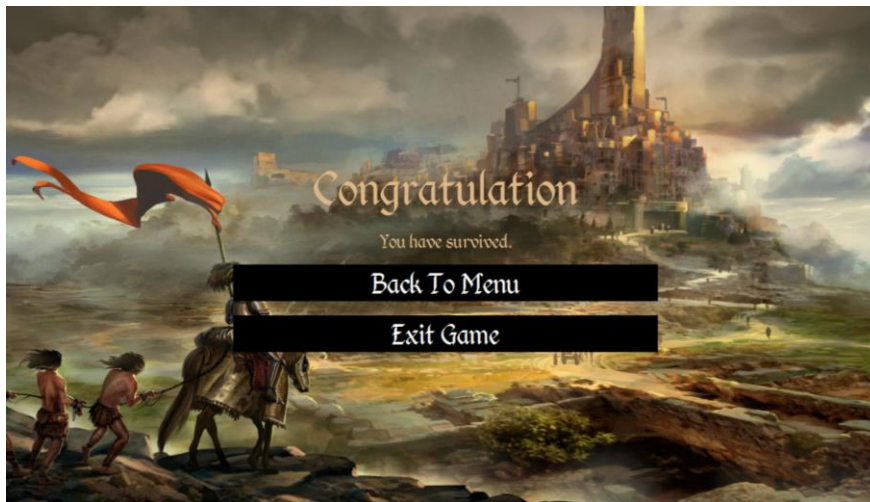
Game Over Scene

This scene only appears after the player loses the game.



Congratulation Scene

This scene appears after one winning condition met.



Class Diagram

