

Kingdom

Project Overview

An idea for a game on GameDev.net that I came across on their forum, where players make a dungeon and other players attack it with a knight. The idea is that the player has to play a kingdom that has a city and a dungeon that has a character/boss. Where the character gets stronger by playing other player's dungeons or a field of monsters that surrounds that player's kingdom. The field improves based on the player's city and limited to the character. Also, this field is an area for the other players that are attacking the dungeon, can wait and play the field while the dungeon is being set up. The dungeon is a map where the player will set structures that spawn non-player units to defend the dungeon. To end the dungeon, the player's character will be the ending boss of the dungeon. To make it more challenging the city will have non-player characters that have quests to get the player use their character to venture out to the field and the play field.

Target Audience

For individuals that wants to play a game that has a real-time strategy based on a city and a level that are playable and also role-playing element.

Iteration Requirements

The first version of Kingdoms will be able to have multiplayer of the following:

First Iteration Requirements (the dungeon)

- Create a map
- 5 structures to spawn non-player units.
- Place structures on a map.
- To be able to navigate a map with structures
- Have a character to play a map.

Second Iteration Requirements (the city)

- 5 buildings with different skills and abilities
- an area to place buildings around the castle
- Be able to change the skill or abilities for the buildings.
- Be able to navigate the city with a character.

Third Iteration Requirements (the field)

- An area that spawns monsters
- A character that can play in the area.

Fourth Iteration Requirements (the integration)

- Have the skills and abilities affect the units in dungeon.
- Have the skills and abilities affect the character
- Have the abilities affect the field.

Stretch Goals

To expand the challenge of the game with new features such as:

- More classes like magi and paladin
- A pet that defend the kingdom better
- More characters to play with.