**Project Conq**

Game Design Document

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   1. Game Structure

Conq is a turn-based strategy game where multiple players compete to conquer the world. The initial version will replicate the original Risk rules. Later versions can address variations in the core rules as well as later editions of Risk (e.g. Risk 2021, Risk Lord of the Rings, and Risk Game of Thrones)

* 1. Players

A minimum of two players is required. Players can be human or AI.

* 1. Action

Players take turns adding armies to their existing forces in territories they own. They then attack to conquer more territories and eliminate competitors.

* 1. Objectives

The primary objective is to own all territories on the map.

* 1. Graphics

TBD

1. Gameplay
   1. Initiate Game

A player (GameHost) launches the game on their computer. They then invite other players to join. An enhancement could be the ability to initiate a game on a server and allow players to join without an invitation. The GameHost selects the applicable game options prior to sending invitations.

* 1. Game Setup
     1. Color per player
     2. Initial selection of territories
     3. Initial placement of amies
     4. Initial acquisition of card **[Note: need name for cards]**
  2. Player Turn
     1. Determine reinforcements step
        1. Territories held
        2. Continent bonus **[Note: Need different name than continents]**
        3. Redeemed Battle Cards
     2. Place reinforcements step
     3. Make Attacks step
     4. Make Troop Move step
     5. Get Battle Card step
  3. End of game
     1. Victory conditions
        1. Player owns all territories
        2. Forfeit by remaining player(s)
     2. Log results
     3. Play again?

1. System Architecture
   1. Platform
      1. Windows
      2. Mac OS
      3. Linux ?
      4. Primary game code in Python
      5. Server in
      6. Graphics
         1. Tkinter/Custom Tkinter
         2. Qt6.0
      7. Web
   2. Objects
      1. AdminGUI (Conq)
      2. Game
      3. GameBoard (GUI)
      4. Player
      5. Territory
      6. BattleCards
      7. Networking-related objects (?)
2. Other
   1. Enhancements