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# RTS High Concept Document

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## High Concept Statement:

This specific game is designed to be a RTS Real Time strategy game, created in a 2D environment space.

The game revolves around a random strategic placement of units, factions, and buildings around the 20x20 map grid.

There are two teams, Red and Blue, and each team has their own Ranged Unit and Melee Unit that deal different amounts of random damage and attack at different ranges.

Each team also has their own Factory and Resource Building that generate the different team units and resources known as "Gold" in my case.

When simulating the game the different Red and Green teams will generate a random amount of Melee and Ranged units from their factory building, while the resource building creates more resources to produce Units from. The two different teams will try and destroy each others Units and Buildings in order to win, last team standing with the most amounts of Units left over is the winner of the round.

When a units health reaches below 25% they will run away from battle.

## Overview:

Genre: 2D Real time strategy.

Target customer: On the go quick and easy entertainment.

Competition: No other game modes yet implemented, only player vs AI.

Target Hardware: Windows, or any IOS Mobile device.

## Features:

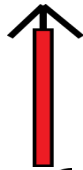
- 2D RTS POV
- Strategy simulation gameplay
- Health and statistics indicators
- Two different factions fight out to the death
- Dynamic 20x20 grid or "world"
- Creative visuals

[https://github.com/QuinlanRyan/RTS\\_2018.git](https://github.com/QuinlanRyan/RTS_2018.git)

## Characters & Sprites:

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Red Ranged Unit:



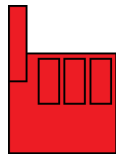
Red Melee Unit:



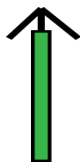
Red Resource Building:



Red Factory Building:



Green Ranged Unit:



Green Melee Unit:



Green Resource Building:



Green Factory Building:

