

ICS 168 - Game 3: Mobile Game

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## **Build and Conquer Design Document**

### **General:**

Build and Conquer is a competitive game in which there are 2 players competing against each other. Each player must try to destroy other main building to win. Player can build, produce troop to attack other player.

### **Game Loop:**

- Each player has initial amount of gold in the beginning.
- Constructing building costs gold.
- Every construction will produce troop automatically and that troop will also seek other enemies to attack.

### **Mechanic:**

- Left Click to place building on the terrain.

### **Design Decision:**

- We had an idea of combining Clash Royale and Clash of Clan together.
- Taking Clash of Clans dynamic combat and strategy + Clash Royale ability to choose set of cards to begin.
- We made 2 different types of buildings: archers, tank.

### **Future Improvement:**

If we have more time, there are a few things we would like to add/improve:

- aesthetic.
- Creating different types of units and buildings.
- Balancing the game.