

the Warring State

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1. Game idea

The game has background of the china histroy of warringstate period. There are 7 major states in this period. They are Yan,Zhao, Qin,Wei, Han,Qi,Chu, or 燕, 趙, 秦, 魏, 韓, 齊, 楚. Our game idea is to let the player to rule one of the state, so that the player can defeat other states and conquer their land, and eventually occupy all the lands inside the map, therefore rule the whole china. If the player lost all land of the his/her controlled state, then the player is defeated.

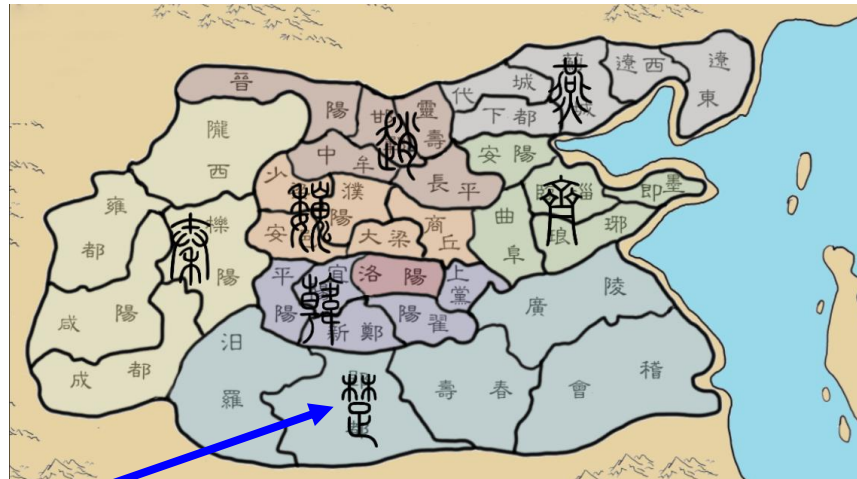
2. How to get the game idea?

The is game idea is inspired by several strategic games from the easytech company <http://www.ieasytech.com/en/phone/>.They are World Conqueror 3, World Conqueror 2, World Conqueror, European War 3 , and also civilization 5. They are all turn-based strategic games.

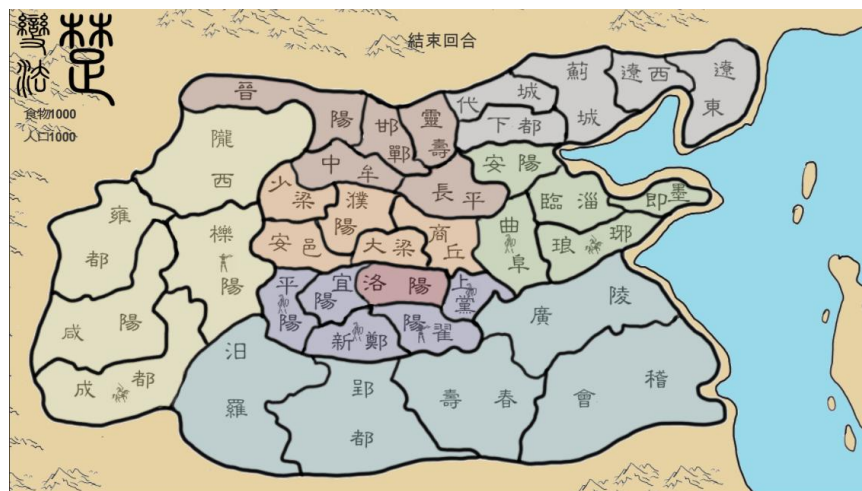


3. How to play?

- Choosing the state that the player want to rule.

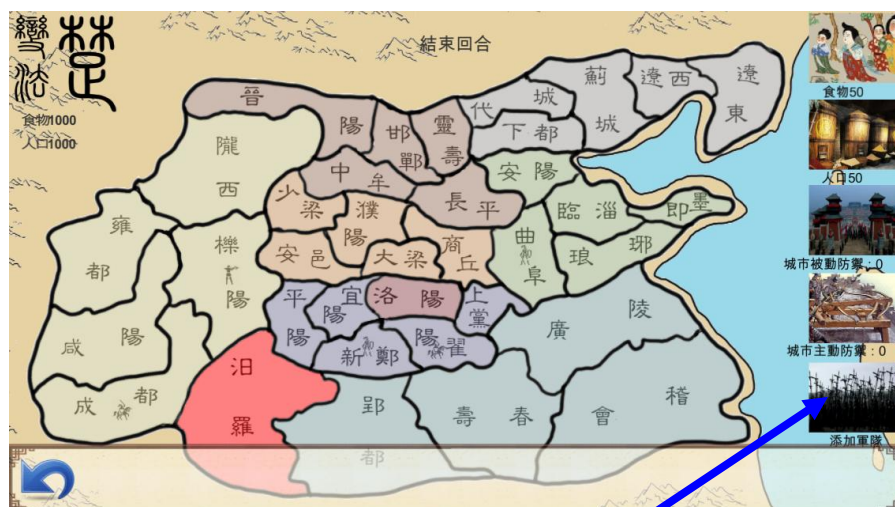


Choosing the state by clicking the state sign, says Chu.

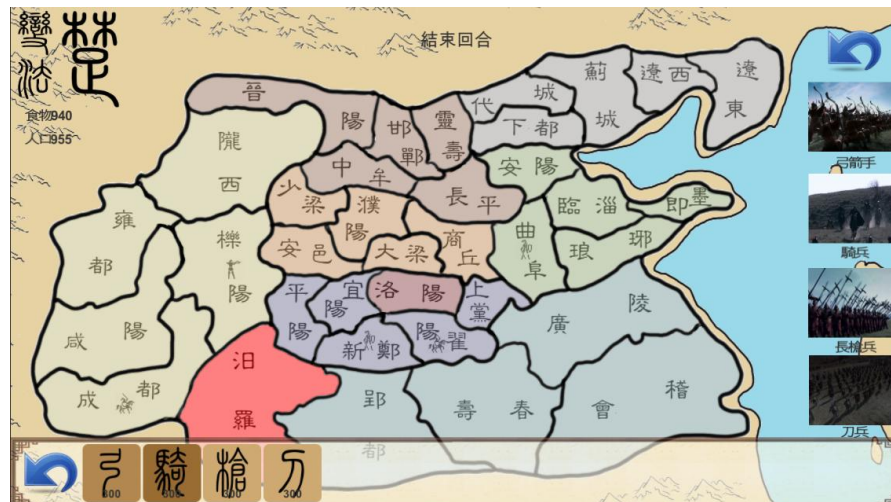


Then the icon of the state the player have choosen is shown at the left upper conner.

b. Building the army

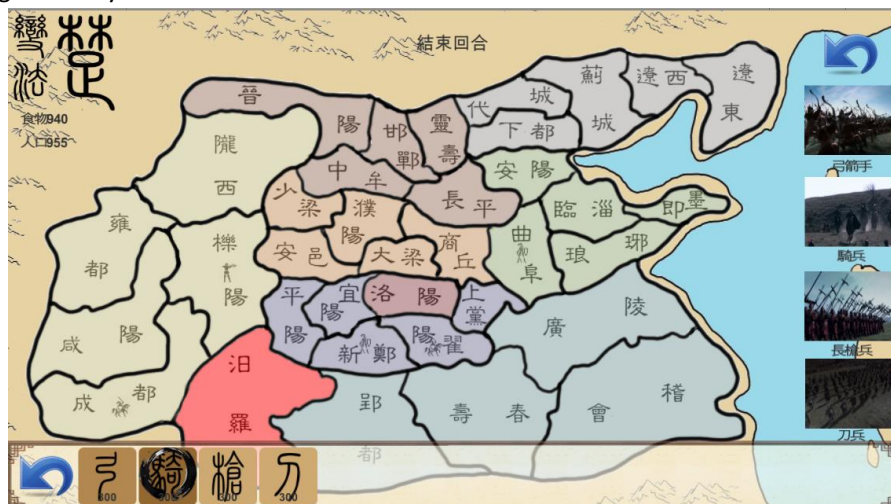


Clicking the tile that belongs to player's state. Then the tile is highlighted with red colour. And clicking on the “添加軍隊” button



Clicking the type of the army that the player want to build. Then the button panel shows the armys at that selected tile.

c. Moving the army and attack .

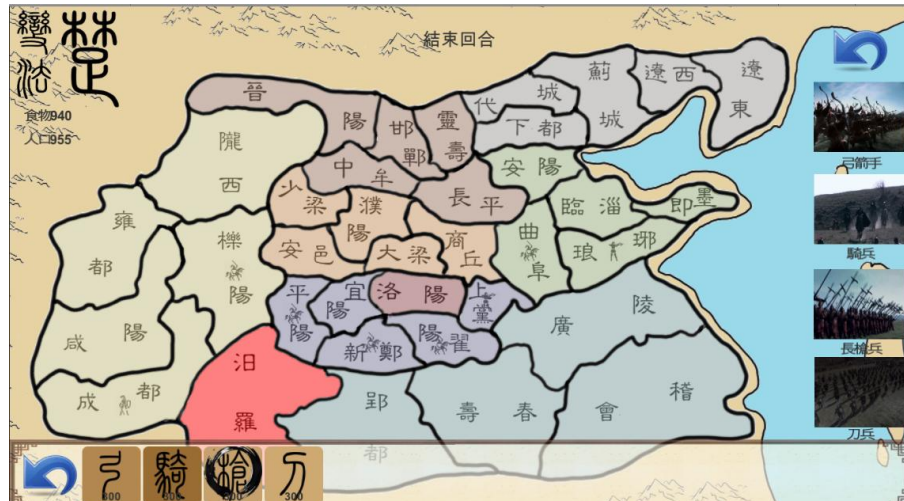


If the button of a army is clicked, then the circle would be shown as being selected

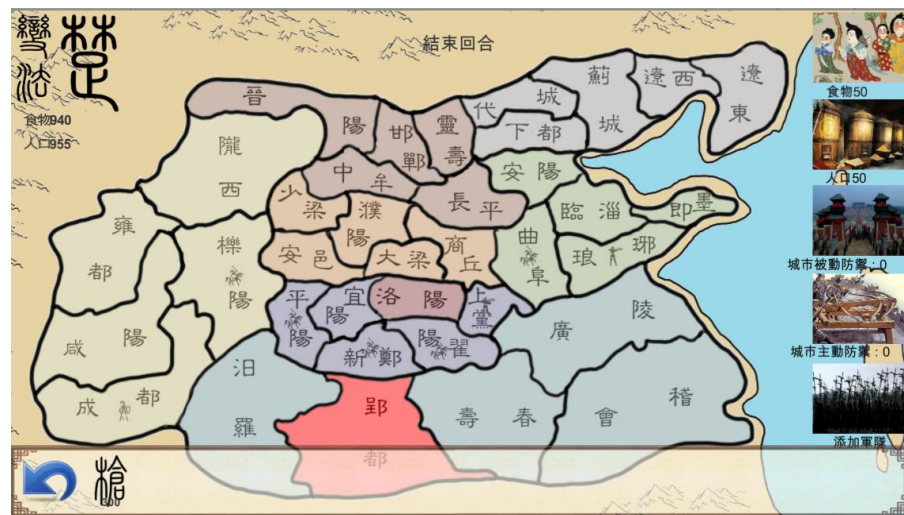


If we click the tile that belongs to other state, battle would start. At this scene, I try to move the army to state of Qin.

d. Moving the army inside the state

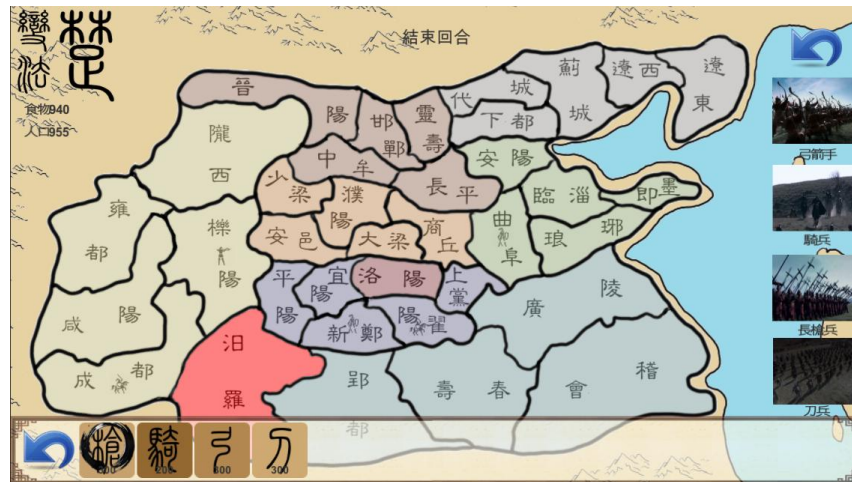


Click the army, then select the tile that belongs to player state and next to the tile highlighted

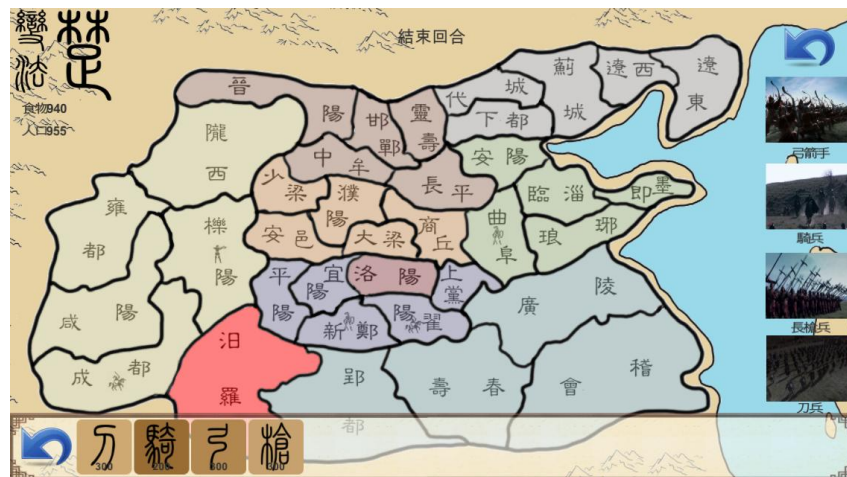


Select the tile that army move to, we can see the army icon is change to have transparent background, that is because the this army use all the movement action within this turn.

- e. Swaping the army inside the selected tile
The army ordered in first position would be attacked first



The army of “槍” is selected first.
Then army of “刀” is clicked.



Then the order of these two armies is swaped.

- f. Upgrade the state level and upgrade the defence level of the tile

Upgrade the player
state level

This screenshot shows the same map as the previous ones. On the right side, there are three callouts with arrows pointing to specific elements:

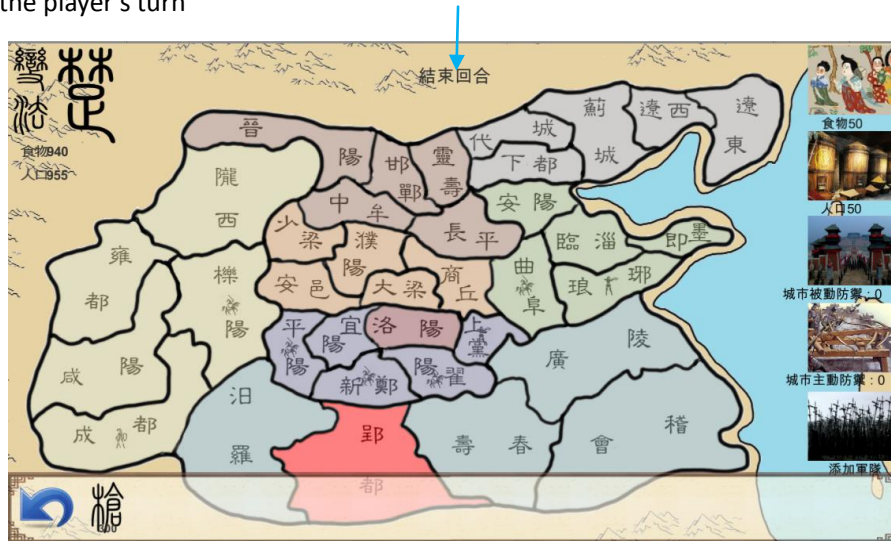
- The top callout points to the player's state level, which is shown as 食物 1000 and 人口 1000.
- The middle callout points to the city's defense level, which is shown as 城市被动防禦: 0.
- The bottom callout points to the city's attack level, which is shown as 城市主动防禦: 0.

 The bottom-left toolbar now shows the first icon (spear) highlighted again.

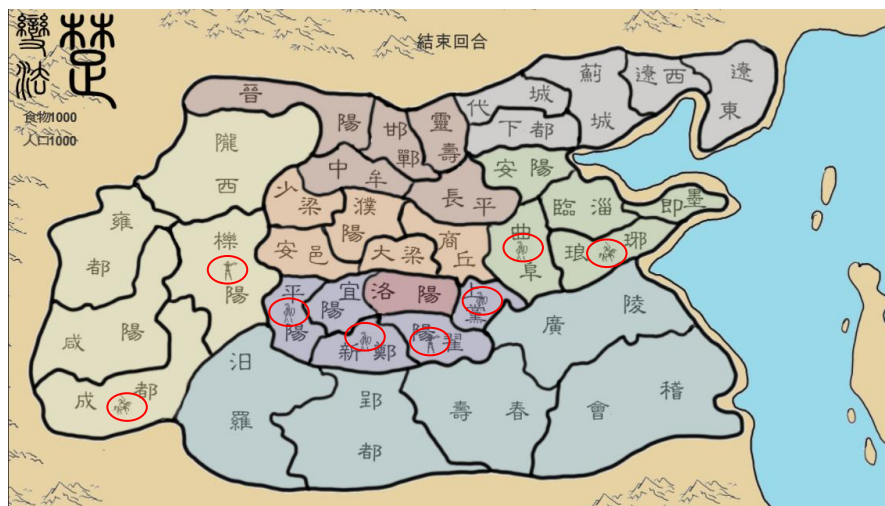
Upgrade defense
level of the tile

Upgrade the
attack level of the

g. End the player's turn



Click the “結束回合” button



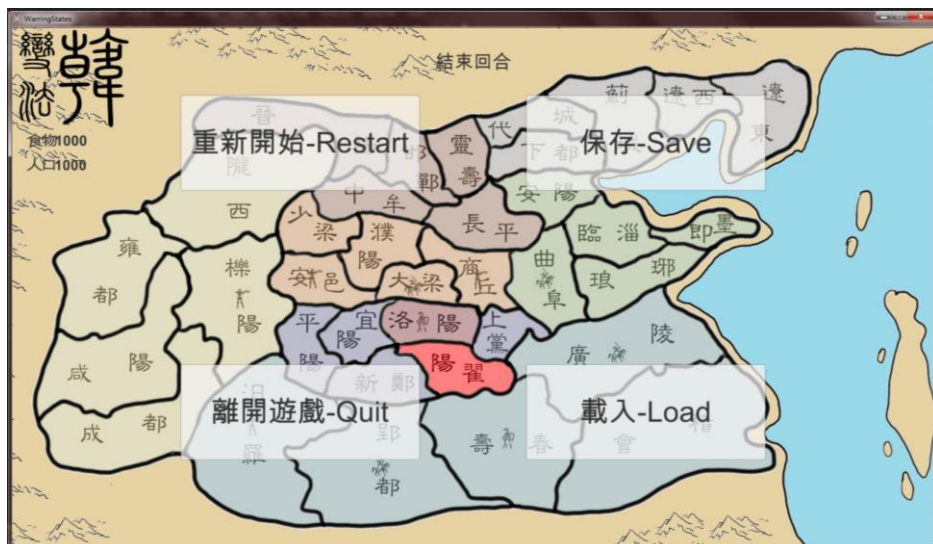
Also we can see the army icon around the player's state. The army icon shows the army that ordered in the first position inside the adjacent enemy tile. If the icon is not shown in adjacent enemy tile, then the enemy tile is undefended.

h. Save, load, quit and restart

In the scene of choosing the state, pressing the “escape” key allows the load game and quit game option to appear on screen. Pressing the “escape” key again allows the load game and quit game options to disappear.



In the scene of map, pressing the “escape” key allows the load game, quit game option, save game and restart game options to appear on screen. Pressing the “escape” key again allows load game, quit game option, save game and restart game options to disappear.



The save game option button allows the game to be save in file, but no name sepcified, which means the game only allow to save one game. The load game option button allows the game to be load from the file. Also, the restart game option allows the game to jump back to the choosing country scene to let player restart the game from the beginning.

4. Key screens in the game

There are two key screens in the game. The first one is the “choose country screen” and the other one is the “play screen”.

In the “choose country screen”, the country code is in the “小篆” font, which makes the scene render an ancient Chinese style. The background picture used in this game is a map drew by hand.

In the “play screen”, the pictures of the buttons are also in the style of ancient China. And the pictures used in the battle scene are from the TV show “大秦帝國”.

5. Key features in the game

This game is a battle chess game. The background is set to the warring state of China. Players need to use different strategies to win the game. There are four types of army; different types of army have different abilities. Cities have two kinds of defend strategy: active and passive. Players can upgrade the country by “變法” to improve the ability of armies and increase the production of food and population. So with various strategies, players can have different ways to play the game, which makes the game more attractive and interesting. Through the game, players can also learn the history of China. Moreover, the game is elastic, so in the future, the game can be upgraded by adding more features and rules.

6. Future work

Currently, the AI uses random strategy, and in the future, the AI can be improved to be more intelligent. Game rules can also be improved, for example, a player can make an alliance with other countries, which is called “合縱連橫” in the history. Moreover, campaign mode can be added in the future. In this mode, players can take part in some famous campaigns in the history of warring state.