**Concept LineWars***Haynes - Lehr*

**Background**: A war is being fought by a good king and an evil wizard to control the land between their two fortresses and eventually defeat one another.

**Environment:** The good king owns a verdant land where nature is flourishing, the bad king owns a desert wasteland. The land between their two fortresses is split by a no man’s land. There are strategic sites where the players can build structures and mine resources scattered about the no man’s land.

**Unit design**: units will be single entity objects that have these stats where each “stat” represents an arbitrary value that differentiates it based on its resource costs(gold & mana) and strategical value.   
Armor: Damage reduction percentage.  
Health: Value of endurance.  
Damage: Damage per hit animation.  
Speed: Horizontal movement value.   
Attack Speed: Duration between attack animations.

Range: Horizontal attack value. (Where zero is a position adjacent to the entity’s own)

In addition to these stats each “combat unit” will have   
Sprite: .png image file that visually represents the unit.   
Position: where is this entity located.  
Resource cost: how much gold does this unit cost to spawn.

**UNITS:** (general idea will balance real statistical values in play testing phase)

**Good: Knights, footmen, squires, men at arms, archers, catapults.**

Knight: high health, high speed, high armor, high cost, no range.   
Footman: low health, med speed, low armor, low cost, no range.

Squire: med health, med speed, med armor, med cost, no range.

Men at arms: low everything, melee.

Archers: low everything, med range.

Catapults: low everything, high range/damage.

**Bad:**

Orcs: High everything, low speed, no range.

Wolfs: High speed, high attack, low everything else, no range.

Goblins: Low everything, no range.

Skeleton archers: med range, low everything.

Skeleton footmen: medium health/speed low attack/armor no range.

**Items:**

Health packs, Gold packs, Mana Packs.

Health packs: If a players units move on this they get health

Gold packs: If a players units move on this the player gets the resource “Gold”

Mana Packs: If a players units move on this the player gets the resource “Mana”

**Objectives:**  
Greater: Destroy the enemies base to kill their commander and win the game.   
Lesser: Collect gold, destroy the oppositions units, destroy his fortifications, build your fortifications.