Kairos 1.0.0 Requirements

Result of meeting on 10/6/2022

Revision: v1

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# Project Team: Atrius

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# User Interface

## Must have a Unit/Structure viewing menu

## Must have a 2D map of the region

## Must have indicator of Resources Stored

## Should have a statistics menu

## Must have a city overview

## Must have a build Menu

## Could have a diplomacy menu

## Could have an game encyclopedia menu

## Should show hotkey groupings of unit

## Could have a science menu

# Map and Map Generator

## Must be a multilayered map

## Must have resources placed on the map

## Must have country/city/region borders

## Must be able to place buildings on the map

## Must be traversable by units

## Could have quests and encounters

## Should have regions and biomes

# Strategy View

## Must show which factions hold which regions

## Must show regions

### Must have a resource overview

### Must show current disputes

### Should show trade routes

### Could show regional vassals or governors

# Unit Management

## Must allow for selecting one or more units

## Must allow for moving selected units

## May allow for unit conglomerates

## Units must be able to path find around structures and terrain

* Using an algorithm similar to A\*

## Units must be able to path find around each other

* Using Mesh Field or similar algorithms

## Should have heroes/generals that can control units automatically

## Should have unit hotkey groups

## Must have the ability to create units from production structures

## Must have unit upgrades

# Structure Management

## Must have a builder unit for creating structures

## Should have cities for grouping structure

### Cities could have a leveling system (camp->village->city)

### Cities should restrict where certain buildings can be placed

### Cities should be established with a settler unit

## Must have structure for collecting/generating resources

## Must have structures for producing units

## Should have structures for researching unit upgrades

# Diplomacy

## Should have trade between cities/countries

## Could allow for diplomatic actions such as:

* Declarations of war
* Creating treaties

## Could allow for alliances

## Could allow for Vassal States

# Empire Management

## Could allow for Governors to control cities independently

## Should have distinct cities with separate borders within a single empire

## Should have different species/races

## Won’t have Rebellion

## Won’t have the ability to abandon cities

# Computer Opponent

## Must be able to act independently of the players

## Must be able to build structures

## Should be able to participate in trade

## Could engage in diplomatic creations

## Must be able to produce units

## Must be able to command armies

## Must be able to attack opponents

## Should be able to establish cities

## Should be able to collect required resources

# Player Persona

Knows Strategy, but new to RTS

* Played Strategy games before but never one as fast paced

Knows Strategy, but new to Grand Strategy

* Played strategy games before, but never one on the scale of our game

Brand new to strategy games

* Played other genres of games, but not very experienced in strategy games

Content Creators

* Scenario Creation
* Hero Creation