Strat of the Ages

Team WoF

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**Summary**

Strat of the Ages is a resource management strategy game in which the player creates armies, takes over land, and creates diplomatic relations with other nations. The purpose of the game is to either acquire all opposing nations through warfare or create alliances such that there are no enemies to oppose you and you allies.

**Features**

**Nations:**

Nations will have a technology level for diplomacy, land, navy, and industry which will affect what can be made or how effective you are in that category. The nations will not all be equal in all stats, and as such will be a sort of difficulty selection.

Each nation will have their own army which will have troops as well as their locations and possibly type. They will also have a stability level which will affect income and revolution chance.

**Provinces:**

Provinces will have various stats that determine its defensive capabilities, such as industrial, fort, and naval fort levels, as well as what type it is. (Sea, Coastal, Land) When a nation loses all of its provinces it gets marked as “dead”.

**Player:**

The player will have full control of whatever nation s/he decides to play as. This will include, but not limited to, economy adjustment, unit creation, diplomacy, and the commanding of troops. The player will not be able to see relations with “dead” nations, but will still remember their relations.

**Armies:**

The game will feature armies with morale, or their will to fight. Armies will also have attrition, or how much of the army is lost due to environmental hazards.

**Game Time:**

Game time will be captured in ticks, with each tick being equal to a day. The game will remember what time it is in [Year, Month, Day] format.

**Diplomacy:**

When the player hovers their mouse over a non-player controlled nation it will show your relations and agreements with them.

Diplomacy will begin when you right-click on a province that is not your own. There will be several options, such as:

* Declare war
  + Declare a battle state in which you can battle the declared nation’s armies and take their land. The receiver will automatically call their allies, which are much more likely to join in defensive combat than offensive combat. Offensive Leaders will have the choice to back down at the cost of a stability loss.
* Ask for alliance
  + Asks for the option to call upon the nation to your aid in wars.
* Ask for defensive alliance
  + Asks for the option to call upon the nation to your aid, but only in wars in which you are attacked.
* Guarantee Independence
  + Allows the player to ensure the nation chosen will have its freedom. Can be revoked by choosing this option again at the cost of a stability loss.
* Ask for trade agreement
  + Increases relations and income for both nations involved. Declaring war on any nation the player has a trade agreement with will apply a stability impact.
* Ask for military access
  + Asks for permission to pass through enemy territory without the need to declare war.
* Ask for war resolution

**Combat:**

Battles will take place whenever a unit is in a province with an enemy unit. They will battle until either one army loses all of its morale or has been given an order to retreat. To capture a province, a player will battle against a garrison force which gains a defensive value, but is usually small in size based on fort levels.

**War:**

War will have a leader which may or may not be the player. The leader is the declarer of war and the declared.

**Stability:**

Stability is a value between 0.00 and 1.00, or 0 – 100%, applied as a variable multiplied to all income and industry and will inversely affect revolution risk. (The lower the stability, the increased chance of revolution)

**Revolution:**

Revolutions have a chance to occur equal to the overall risk percentage. Each month, the chance for a revolution will be rolled and, if it passes, will be done on a random day for that month. Revolutions will use the nation’s unit types and will declare war on that nation. When the revolution is quelled, the rebels will ask for revolution peace, which the AI will always accept, and the human player is highly suggested to accept. Even if the player doesn’t accept, the prompt will simply keep asking. Revolution peace will handle everything that is needed to put the nation back into a normal, or “sleep”, state.