Concept Sketches

Vision Statement

Auto Gerg is an auto chess that allows players to select pieces for the Auto Gerg Universe and have them fight other pieces from another player. We want a working copy of Auto Gerg by the due date, December 13. We want to have Attack AI working that allows for the characters of each opponent to attack each other and attack the closest enemy character. We want to have Characters to be able to move around the board and ideally have walk animations. We want to have each character be functional with their stats and abilities and have our snergines work. We want to add 6 characters at least for the basic game and more from our list of 42 characters. We want our game to look friendly to new incoming players as this genre is still in its infancy.

Audience, Platform, and Marketing

Our audience will be players looking for a new kind of strategy game. We want to range from casual strategy players that may not have even played a strategy game before, to hardcore strategy players that are looking for a new way to play. This genre is new and not many players have even heard of these games before so we do not want to over complicate our game to push away new players. But we also do not want to make it simply that it pushes away players that want more complexity.

We will primarily release on Windows PC since all of our computers are windows and avoids any issues of trying to make compatible versions. Unity has support to release on different OS's, but we have a new valid way of testing to make sure it can run on those systems. The system requirements will be the same as basic Unity requirements as we are not enhancing the graphic of the engine nor do we want to. This keeps our audience's devices wide and allows more devices to run the game.

Gameplay

Auto Gerg will be a round-based automated combat game, in which you will lose or win depending on how your chess pieces work together. The physical prototype we are making for this game is going to function in relatively the same manner but it will be receiving a simplified version of the core mechanics such as synergies and upgrading.

The game will function in the following way; it is split up into three phases. First there is the Preparation phase of the game it will start by giving you the option to buy new chess pieces, after this you will need to organize or rearrange the way you have

your current set up. Once you are done with organizing you will proceed to the last phase of the preparation phase, in this phase you will be attaching items and or upgrading your units if you have three of the same kind of chess piece. Second, the fighting phase. This is the phase in which you do nothing other than observe the outcome of your choices in the preparation phase. This phase is also where the auto comes in for the game. All combat is done automatically through an AI. Lastly, the post-fight phase, in this phase loot will sometimes be dropped. In this phase you also have the option to continue looking for new troops or make some adjustments to the lineup of your benched pieces, after this is over it will loop back to the preparation phase.

The rules of the game, in this game there are only a few rules which are usually mandatory for the player to follow in order to play. The First rule is that you cannot have more chess pieces on the playing board than that of the current player level. The next rule is that a The synergy effect of race or class cannot activate unless all of the chess pieces are different from each other.

The way to win or lose is simple, you win if you still have some health at the end and you will lose otherwise. There will be no time limit on the length of the game, the length of the preparation phase and the fighting phase will be timed.

The levels will pretty simple, you will have the fighting board map in the center this will be a 7 wide by 6 in depth hexagonal board. Then on the bottom of the screen we will add the function that will allow you to open the chess piece purchasing menu, this will be located on the bottom right hand corner. On the right side we will have the current health and damage output on the left side of the screen along with a small timer on the top of it indicate the time left in the fight.

Game Characters
- Character AI
  - Target - AI must have priorities as to what enemies it will attack
  - Attack - AI must attack the targeted enemy using it's stats
  - Movement - AI must be able to move from one space to another that allows it to target one within its attack range
- Class
  - Each character will have a class
  - Each class will have a buff to their stats if they synergize
- Race
  - Each Character has a race
  - each race will have a board synergy buff
- Stats

- Health - The amount of health a character has before dying
- Mana - The amount of mana a character must charge before using it's ability
- Ability - A special ability unique to a character that will be used once the character has enough mana, and there is an enemy within it's range to hit.
- Attack Damage - The amount of damage a character will do to another when attacking
- Armor - The amount of damage a character can reduce an attack done to itself by
- Magic Damage - The amount of damage that a character's ability will do to another when it hits another character
- Magic Resistance - The amount of damage that a character can reduce to an ability done to it.
- Attack Range - The amount of hexes the character must be away from enemy characters in order to be able to attack.
- Attack Speed - How many attacks a character can do within the span of a second.
- Evade Chance - The percent chance that certain characters may have to dodge an attack coming against it and completely negate the damage
- Critical-Hit Chance - The percent chance that an attack may do 150% damage to the character being targeted
- Health Regeneration - The amount of health that a character passively gains each second
- Race - The racial synergistic buff a character may or may not have depending on the characters you have on the board
- Class - The class synergistic buff a character may or may not have depending on the characters you have on the board

The Game World

Our Game world will be our board that players put their characters on. It will be a hex board 7 x 6 where half of the board will be allowed for players to place their characters. Each Character takes up one hex tile and be arranged in any fashion the player choses. The bench will allow players to store characters that they bought to keep them out of play. There is a limited number of 8 characters that can be stored on the bench. Since we are two players are playing on the same computer, we will have a world camera system that switches sides for the other players. After the time allocated for a player's turn, the camera will switch to the other side for the other players turn.
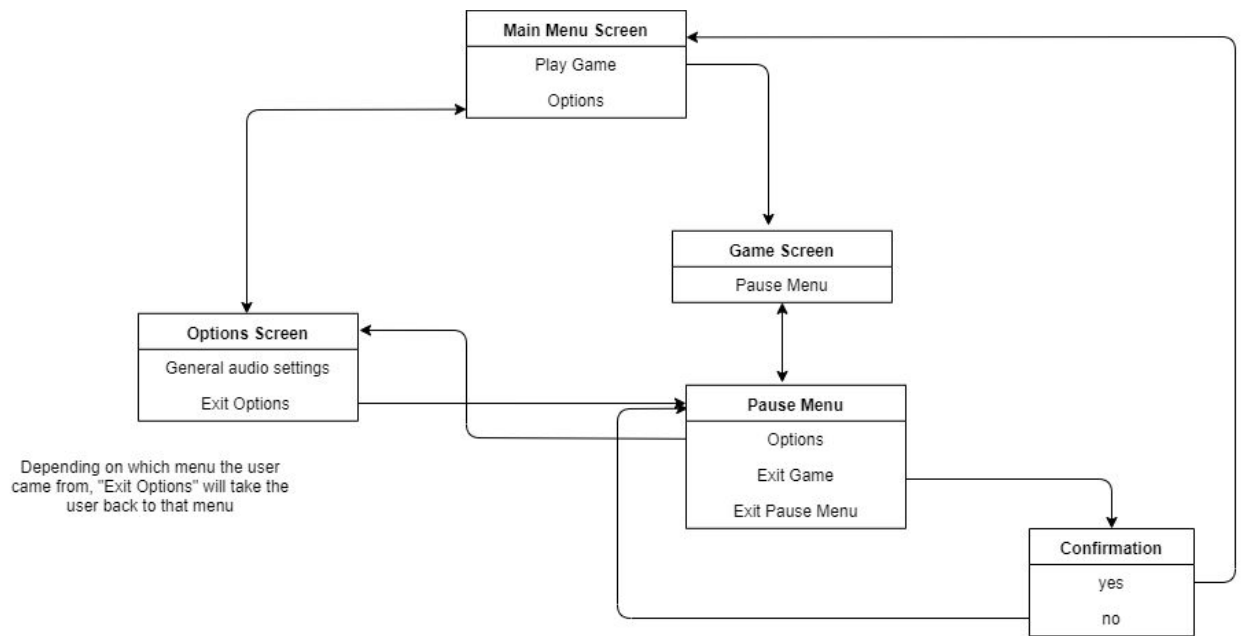
After both player's turn and the battle starts, the camera will set to the side where both players sides are set on both sides of the screen.

Media List

- Characters Prefabs
  - Since both players can contain the same copy of a character for battle, we will create Unity Prefab objects of all our battle characters. During battle, copies of the prefabs will be instantiated for both players to use as their own unique battle character. Modifying the prefab will modify all its newly instantiated copies.
- Animations
  - We will be adding simple animations for movement and attacking to provide player feedback on character AI actions.
- Sound Effects
  - We will be adding basic battle sounds effects and music to make the game immersive to the player and providing audio feedback.
- UI interface elements
  - Keep interface prefabs and object separate for our UI team to work on more independently. Our goal is to create a UI that promotes efficient resource management and is less intimidating to new players. This will require taking a different approach from item/feature intensive UIs.
- C# Scripts
  - Keeping scripts independently functioning with each other. Scripts will be broken down into categories based on what they do, i.e. Movement, Attack, Upgrades.
- Asset Libraries and Open-source media
  - Due to scope constraints, our group will take advantage of Unity asset libraries that solve long-term complications we may run into and bypass initial set up to focus on core gameplay. This may include open-source media such as sound effects, 3D models and objects, pre-written control scripts, etc.

Additional Relevant Sections
- **Menu Flowchart**

Main Menu Screen
- Play Game
- Options

Game Screen
- Pause Menu

Options Screen
- General audio settings
- Exit Options

Depending on which menu the user
came from, "Exit Options" will take the
user back to that menu

Pause Menu
- Options
- Exit Game
- Exit Pause Menu

Confirmation
- yes
- no

- **Inspiration**
  - **League of Legends Team Fight Tactics**
  - **Auto Chess**
  - **Dota Underlords**