



Pretentious Gaming Co.

Design Document for:

Enemies and Allies



One bit at a time, bit by bit.

“We started the day before”™

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Table of Contents

ENEMIES AND ALLIES	2
DESIGN HISTORY	5
VERSION 1.0	5
VERSION 1.10	5
VERSION 2.00	5
GAME OVERVIEW	6
PHILOSOPHY	6
<i>Philosophical point #1</i>	6
<i>Philosophical point #2</i>	6
<i>Philosophical point #3</i>	6
COMMON QUESTIONS	6
<i>What is the game?</i>	6
<i>Why create this game?</i>	6
<i>Where does the game take place?</i>	6
<i>What do I control?</i>	6
<i>How many characters do I control?</i>	6
<i>What is the main focus?</i>	6
FEATURE SET	7
GENERAL FEATURES	7
MULTIPLAYER FEATURES	7
GAMEPLAY	7
THE GAME WORLD	8
OVERVIEW	8
WORLD FEATURE #1	8
<i>Key Locations</i>	8
<i>Travel</i>	8
<i>Scale</i>	8
<i>Objects</i>	8
<i>Time</i>	8
GAME ENGINE	8
<i>Overview</i>	8
<i>Game Engine Detail #1</i>	8
GAME CHARACTERS	9
OVERVIEW	9
CREATING A CHARACTER	9
ENEMIES AND ALLIES	9
USER INTERFACE	9
OVERVIEW	9
WEAPONS	9
OVERVIEW	9
MULTIPLAYER GAME	10
OVERVIEW	10
MAX PLAYERS	11
CUSTOMIZATION	11
INTERNET	11

GAMING SITES	11
SAVING AND LOADING	11
CHARACTER RENDERING	12
OVERVIEW	12
CHARACTER RENDERING DETAIL #1	12
CHARACTER RENDERING DETAIL #2	12

Design History

The basic structure of our process.

Version 1.0

We had the basic idea of the game, we just had to make the game and play test it until we had a game we could play. We started to make paper figures just to play test our idea and to see if the gameplay was fun and playable for more than 8 minutes.

Version 1.10

We were happy with the idea and we did the following additions and improvements

- Game board design
- Game pieces design
- Game spinner design

Version 2.00

After another play test we did the following additions and improvements

- Game spinner modification
- Game pieces modified
- Game rules modified

Version 2.10

The following was added to version 2.00

- Added the bit system
- Modified the looks of the game board

Game Overview

Philosophy

Philosophical point #1

The game encourages the players to play in a manner in which they need to be strategic in how they treat their fellow players. It encourages communication and team working to achieve their collective goal before the next team change

Philosophical point #2

Our game is easy to learn and can keep your busy for even half an hour

Philosophical point #3

We want to encourage team work and even team backstabbing

Common Questions

What is the game?

A strategic Battle Royal, last one standing takes it all

Why create this game?

To encourage players to develop their brain's strategy side also to think of the consequences. Also, to learn the players of the viruses and what do they do.

Where does the game take place?

On the game board

What do I control?

You select where the traps and firewalls are located at the beginning, after that you can move the soldiers and main character.

How many characters do I control?

- Soldier: 3 to 5 soldiers
- Main character, one of 5

What is the main focus?

Your goal is to use the pieces to capture the other player's main character to win over their territory. Your must try to take over all the territories to win the game, the last one standing wins.

Feature Set

General Features

12x12 board
5 characters to choose from

Multiplayer Features

Up to 4 players
Easy to learn game
Can chat face to face

Gameplay

Strategy to place pieces
Depends on luck for the winning or losing a battle
Bit system to get back pieces
Team work to eliminate the opponents

The Game World

Overview

The game board is in total a 12x12 board where each player has a 6x6 domain where they can place 3 firewalls and 3 traps to halt the enemy and attack with 3-5 soldiers

Each domain has a data mine that will give a bit each round that can be used to buy back a fallen soldier or wall.

The main character is placed at the corner at the beginning.

World Feature #1

Data mine generate one bit to the player that can be used to buy things

Key Locations

Border- where you can place the firewalls

Travel

1. In your own quadrant you can move forward, backward, left and right.
2. In other quadrants a player can only move forward, backward, left and right.

Scale

The entire world is a 12x12 and each player has a 6x6 domain at the beginning

Objects

Soldiers

Firewalls

Traps

Time

You have 30 seconds to decide and make your move

Game Engine

Overview

We used unity to make the spinner that would determine the attack and defense strength

Game Engine Detail #1

The spinner that will spin and provides the number of your attack and defense strength Water

Game Characters

Overview

- Sir HacksAlot
- Deepweb Sammy
- White Hat Dave
- Longarm Susan
- Some Good Name Dean

Creating a Character

Choose from 5 Characters to play with

Enemies and Allies

You must defend against the enemy AI and soldiers, while trying to capture the enemy AI

User Interface

Overview

The following is included in the game:

Characters

Soldiers

Firewall

Traps

Game Board

Summary of the rules

Weapons

Overview

The weapons are the soldiers each soldier represents a virus trying to get into the opponent's domain and claim it.

Multiplayer Game

Overview

The game's objective is to capture the other players (AIs) using either team work and strategy, the following rules should be applied.

Domain

1. Each player gets a quadrant of 6x6 blocks to control.
2. On each quadrant is a data mine.
 - a. Data mines produce one bit-coin per round if a unit is on the block.

Determine Order of play

1. The 4 players get one chance to tap the spinner.
 - a. From high to low: player with the higher number goes first...

Determine teams

2. The 4 players get one chance to tap the spinner.
 - a. The player with the highest number and the lowest number gets teamed up.
 - b. The middle 2 players get teamed up.
3. Teams get re-selected every 10 rounds.

Beginning of the game

1. Each player will have a gold mine, 3 walls, 5 soldiers and 3 traps. And a leader.
2. Walls can only be placed in the outer perimeter.
3. Gold mines can only be placed within the middle 3x3 blocks.
4. Warriors can be placed anywhere in your own quadrant.
5. The leader can only be placed at the corner of your quadrant.

Rules of play

1. Per round
2. You can only move one unit per round or buy a unit back.
 - a. Each player will get 1 gold (Data) per round
 - b. Gold can be used to buy back defeated warriors.
 - i. Bought back warriors cannot move for 1 round.
 - ii. Can only be bought when it's your turn.
 - c. A warrior can be moved one block per round.
 - d. A leader can be moved 2 blocks per round.
3. Data Mines.
 - a. Can only produce bit coins when a unit is on it, to a maximum of 10.

Movement rules

3. In your own quadrant you can move forward, backward, left and right.
4. In other quadrants a player can only move forward, backward, left and right.

When attacking

4. When a warrior is attacking
 - a. The attacking player taps the spinner to get his/her attack value.
 - b. The defending player taps the spinner to get his defense value
 - i. If the attacking value is bigger: the defending warrior gets destroyed.
 - ii. If the defending value is bigger: the attacking warrior is destroyed.
 - iii. If the values are the same: nothing happens.

- c. If you attack a single target with more than one warrior, the attacking value gets multiplied with the number of attacking warriors.
- 5. Leaders
 - a. Has a 2x attack and defense bonus.
 - b. Can move 2 blocks per round.
- 6. Firewalls
 - a. Firewalls must be beaten twice for them to be defeated.
 - b. Firewalls cost 2 bit-coin to replace.
 - c. When a firewall is replaced it can be placed anywhere. But not within a block of the leader.
 - d. When an attack fails against a wall, nothing happens.
- 7. Traps (Trojans)
 - a. Has a 2x defense bonus.
 - b. Cannot attack or move.

Win conditions

- 1. Only one player can win.
- 2. When there are only 2 players left, all teams are dissolved.
- 3. When a player takes over another player:
 - a. The dominating player takes control of the dominated players' assets and quadrant.
 - b. Can buy back the dominated players' defeated units.

Defeat conditions.

- 1. When you lose your leader, you lose.

Max Players

The max number of players are 4

Customization

They can choose to work together to get to the last two and have a standoff, or just to use the other player to achieve their objective

Internet

The game does not use internet to play it comes with an app that acts as the spinner

Gaming Sites

We want to use unity to make the board game into a mobile game maybe.

Saving and Loading

It is a board game and is intended to be played from start to finish with no save points

Character & Board Rendering

Overview

Each character has a description on their skills and a brief bio

Character Rendering Detail #1



Board Rendering Detail #2

