**Game Design Document For:**

Tribes at War

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SECTION 1: PROJECT OVERVIEW

Core Gameplay

* 1. Single player
     1. Level objectives
     2. Gather resource
     3. Fortify city
     4. Forge weapon
     5. Create armies
     6. Attack player

Game features

* 1. Resource gathering
  2. City management
  3. Army management
  4. Attack management

Project Scope

* 1. Map server
  2. City locations
  3. Five tribes
  4. Objectives
  5. Creatable items
  6. Build creation
  7. Battle mechanics

Target audience

1.1 Mature 18+

Platform

* 1. mobile android
  2. IOS

SECTION 2: STORY, SETTING, AND CHARACTERS

Story

2.1 The tribes are at war! The player acts as the chief to protect the city from invaders and destroy other cities to claim the tile of the strongest tribe.

Environments

* 1. Server world

Player chooses an interchangeable server to play.

* + 1. World Map

Divided in a grid section.

* + - 1. Plain

This land is an open space area with mostly grass and grassland species

* + - 1. Forest

This land is filled with trees and woodland species

* + - 1. Mountain

This land is covered with high rocks and flying species

* + - 1. Swamps

This land are filled with marshes home to many water species

* + - 1. Lakes

This land is mostly covered in water filled with water species

* + - 1. Desert

This land is covered in sand occupied with desert species

* + - 1. Tundra

This land is covered in snow and are home to polar species

Players can choose the different lands to attack conquer and build on top of.

* + 1. City Map

Divided into sections

* + - 1. Outskirts

This is where players can build a camps for resource gathering buildings

* + - 1. City Building

This is where players can build homes, workshops, stores, research facilities, garrisons, and armouries.

* + - * 1. Smiting shop
        2. Leather shops
        3. Alchemy shops
        4. Trade shops
      1. Base

Controls most of the resources, army, city defences, other cities, population, and gold

Characters

* 1. Player Character

Choose from seven premade tribe selection

* + 1. Elves
       1. Characteristic
          1. Playful and energetic
          2. Pointed ears
       2. Abilities
          1. 10% army speed increase
          2. 10% wood gathering increase
          3. 25% power increase when attacking forest
    2. Human
       1. Characteristic
          1. Intelligent and creative
          2. Lives to 70 years
       2. Abilities
          1. 20% decrease on research time
          2. 10% increase on gold collection
          3. 5% decreases on building development time
    3. Drakons
       1. Characteristic
          1. Strong and hot tempered
          2. Have scales and wings
       2. Abilities
          1. 20% increase army speed
          2. 20% increase power
    4. Merfolk
       1. Characteristic
          1. Calm and values community
          2. Have scales and flippers
       2. Abilities
          1. 10% increase in city defence
          2. 10% provision gathering increase
          3. 25% power increase when attacking lakes
    5. Demons

Cost real money to unlock

* + - 1. Characteristic
         1. Harmful and evil
         2. Have horns and wings
      2. Abilities
         1. 10% increase army speed
         2. 10% power army increase
         3. 7% increase when attacking any lands
    1. Undead

Cost real money to unlock

* + - 1. Characteristic
         1. Lifeless and craves living organism
         2. Stinky with rotting flesh
      2. Abilities
         1. 30% increase in army health
         2. 100% immunity to poisons, ailments, and cold.
    1. Angels

Cost real money to unlock

* + - 1. Characteristic
         1. Kind and holy
         2. Have wings and halo
      2. Abilities
         1. 5% damage reduction cause to army
         2. 10% increase power
         3. 10% increase to army speed
  1. Allies

Other players

* + 1. Clan mates
       1. Assist on enemy raids
          1. Send troops to attack
          2. Send resources to fund attacks
       2. Assist on player base defence
          1. Send troops to defend
          2. Send resources to fund defences
    2. Friend list
       1. Assist on enemy raids
          1. Send troops to attack
          2. Send resources to fund attacks
       2. Assist on player base defence
          1. Send troops to defend
          2. Send resources to fund defences

* 1. Enemies
     1. Player armies
        1. Troops
           1. Soldiers
        2. War vehicles
           1. Air ships

Blimps

* + - * 1. War Ships

Boats

* + - * 1. Land vehicle

Caravans

* + - 1. Summoning’s
         1. Underworld creatures

Imps

Familiars

* + - 1. Domesticated Land Animals
    1. Land Animals
       1. Lakes
          1. Sharks
          2. Fishes
       2. Plains
          1. Lions
          2. Tigers
       3. Mountain
          1. Moles
          2. Cougars
       4. Forest
          1. Wolves
          2. Bears
       5. Swamp
          1. Crocodiles
          2. Snakes
       6. Desert
          1. lizards
          2. Scorpions
       7. Tundra
          1. Snow wraith
          2. Polar bear
  1. Bosses
     1. Land guardians
        1. Lakes
           1. Leviathan
           2. Ability

Whirlpool

Area attack

Slows movement speed

Pulls in troops

* + - 1. Plains
         1. Griffins
         2. Ability

Sky Dive

Area attack

Double damage

Disorient stun

* + - 1. Mountain
         1. Cyclops
         2. Ability

Beam of Destruction

Area attack

Burning effect

Double damage

* + - 1. Forest
         1. Werewolf
         2. Ability

Call of the Wild

Area attack

Summons wolfs

Increase power

* + - 1. Swamp
         1. Gorgon
         2. Ability

Binding Wrath

Area Attack

Stuns to stone stun

Double damage

* + - 1. Desert
         1. Giant Sandworm
         2. Ability

Sand quake

Area Attack

Tremor stun

Dislodge weapons and vehicle

* + - 1. Tundra
         1. Yeti
         2. Ability

Frost chill

Area Attack

Movement speed decrease

Regeneration increase

Section 3: Combat

* 1. Weapons

3.1.1 Close range

3.1.1.1 Main hand

3.1.1.2 Off-hand

* + 1. Mid rangeAttack
    2. Long range
    3. Ammunition
  1. Ailments
     1. Burning
        1. 10% troop damage increase
     2. Frost
        1. 5% troop damage increase
        2. 25% enemy troop attack speed decrease
     3. Poison
        1. 5% troop damage increase
        2. 5% enemy troop damage decrease
  2. Research
     1. Weapon Research
     2. Armour Research
  3. Weapon Refinements
  4. Army Combat
  5. Vehicle

Section 4: Controls

* 1. To select to access structure interface
     1. Double tap
  2. To move structures(buildings, resource farms) (quick move)
     1. Hold building and drag to new possible location
  3. Zoom in
     1. Use two fingers apart then use both to together
  4. Zoom Out
     1. Use two fingers together then use both to swipe apart

Section 5: Interface

* 1. Camera
     1. Birds eyes view
        1. Zoom in (can so inside city if outside)
        2. Zoom out (can zoom out the city)
  2. HUD
     1. Status Information
        1. Money
        2. Resources
        3. Active attacks
        4. Incoming attacks
        5. Player character portrait
        6. Player total power
        7. Text box
           1. Ally
           2. Guild
           3. World
        8. Inventory
        9. Menu button
        10. Objectives
  3. Menus
     1. Start Menu
        1. Update
        2. News Bulletin
        3. Log In
     2. Game Menu
        1. Audio
        2. Log out
  4. Land Interface
     1. Empty land
        1. Build City
     2. Occupied land
        1. Land Level
        2. Attack
        3. Scout
  5. Building Interface
     1. Base Interface
        1. Battle history
        2. Attack Progress
        3. Land Occupied
     2. Research Facility Interface
        1. Currently Researching (with a progress bar)
        2. Available Research
           1. Vehicle tier
           2. Boost Increase

Movement speed

Attack power

Defence Power

* + 1. Resource Plot Interface
       1. Empty Plot (city outskirt)
          1. Build Lumberyard
          2. Build Mine
          3. Build Farm
       2. Mines
          1. Upgrade

Required Resource

Ores

Wood

Food

* + - * 1. Destroy
        2. Move
      1. Lumberyard
         1. Required Resource

Ores

Wood

Food

* + - * 1. Destroy
        2. Move
      1. Farm
         1. Required Resource

Ores

Wood

Food

* + - * 1. Destroy
        2. Move
    1. Empty Plot (inside city)
       1. Build Tribe Hall
       2. Build Houses
       3. Build Garrison
       4. Build Armoury
       5. Build Workshops
          1. Build Smiting shop
          2. Build Leather shops
          3. Build Alchemy shops
          4. Build Provision shops
          5. Build Trade shops
    2. Tribe Hall Interface
       1. Guild interface
          1. Join guild
          2. Member list
          3. Guild rank
          4. Guild name
          5. Leave guild
       2. Friend interface
          1. Friend list
          2. Add friend
          3. Delete friend
       3. Trading interface
          1. Global

5 slot available

Resources

Quantity(1m max)

Armour & weapons

Quantity(100 max)

Quality (tier)

* + - * 1. Guild

3 slot available

Resources

Quantity(1m max)

Armour & weapons

Quantity(100 max)

Quality (tier)

* + 1. Houses Interface
       1. Amount of citizens housed
       2. Upgrade
       3. Destroy
       4. Move
    2. Garrison Interface
       1. Amount of troops housed
       2. Upgrade
       3. Destroy
       4. Move
    3. Armoury Interface
       - 1. Long range

Weapon types available

Tier

Equip

Unique

Market price

Stats

* + - * 1. Medium range

Weapon types available

Tier

Equip

Unique

Market price

Stats

* + - * 1. Long range

Weapon types available

Tier

Equip

Unique

Market price

Stats

* + - 1. Armour
         1. Types of armour

Tier

Equip

Unique

Market price

Stats

* + - 1. Vehicle
         1. Types of Vehicle

Tier

Equip

Unique

Market price

Stats

* + 1. Workshop Interface
       1. Smiting shop
          1. Upgrade
          2. Destroy
          3. Move
          4. Weapon
          5. Progress time (bar)

Weapon

Type

Tier

Resource need

cost

* + - * 1. Armour

Type

Tier

Resource need

cost

* + - * 1. Vehicle

Type

Tier

Resource need

cost

* + - 1. Leather shops
         1. Upgrade
         2. Destroy
         3. Move
         4. Weapon

Progress time (bar)

Armour

Type

Tier

Resource need

cost

* + - 1. Alchemy shops
         1. Upgrade
         2. Destroy
         3. Move
         4. Progress time (bar)

Poison

Tier

Resource need

Cost

Section 6: Levels/Objective Descriptions

6.1 Level

6.1.1 Level 1-10

6.1.1.1 City (overall level)

6.1.1.2 Buildings (Resource Building, city building)

6.1.1.3 Walls

6.1.1.4 Resources buildings

6.1.1.5 Lands

6.1.1.6 Research

6.2 Objectives

6.2.1 Rewards

6.2.1.1 Resources (gold, ores, wood, food)

6.2.1.2 Items (scrolls)

Section 7: Game Mechanics

7.1 Leveling (based on level of structure)

7.1.1 Upgrade or Build

7.1.1.1 Resources Required (Varies on structure)

7.1.1.2 Increase Capacity of Structure

7.1.1.2.1 Resource Buildings

7.1.1.2.2 Houses

7.1.1.2.3 Armory

7.1.1.3 Increase Defensive Power

7.1.1.3.1 Wall

7.2 Combat

7.2.1 Total power

7.2.1.1 Army Attack Power

7.2.1.1.1 Boosts

7.2.1.2 Character Boost

7.2.1.3 Attack power troops

7.2.1.3.1

7.2.1.3.2 Weapon Stats

7.2.1.3.3 Vehicle

7.2.1.2 Defensive power troops

7.2.2.1 Armour Stats

7.2.1.2 Wall

Section 8: Scoring

* 1. High scores (power level)
     1. Guild Rank (Total power level)
     2. Global Rank

Section 9: Asset List

9.1 Art

9.1.1 Player Character (7)

9.1.2 Weapon   
 9.1.3 Armour

9.1.4 Vehicle

9.2 Sound

9.2.1

9.3 Music

9.4 Voice

Section 11: Localization Plan

11.1 Languages with Text Localization

11.1.1 In-Game Text

11.1.1.1 Textbox

11.1.2 Game Interface Text

11.1.2.1 All buildings

11.1.2.2 Menus

11.1.2.3 HUD

Section 13: Technical Summary

13.1 Android

13.1.1 8 GB RAM minimum

13.1.2 1 G minimum of free disk space.

13.1.3 Access to Wi-Fi

13.2 iOS

13.2.1 8 GB RAM minimum

13.2.2 1 G minimum of free disk space

13.2.3 Access to Wi-Fi