

# Project Valkyrie

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## Introduction

For our project, we have elected to create an idle increment/upgrade game with a revolutionary theme. The player is a general, must gather an army and conquer the nearby nations. When the player has defeated the three neighboring nations, they win.

The main mechanics of the game is that players will use a POWER resource, which accrues for every player by default. This POWER resource is then used by players to recruit units. These units gather both MONEY and STRENGTH. MONEY allows players to purchase upgrades, and STRENGTH allows players to eventual take over enemy nations, winning the game.

## State of the Art

The current idle game market is quite varied. The heavy competition however also leads to inspiration, and two, we draw inspiration from specifically. The first is called Idling to

Rule the Gods. We draw heavy inspiration from this games design elements.



The above image is from the game idling to rule the gods. The screen is divided into four sections, though for our purposes there are only actually three sections.

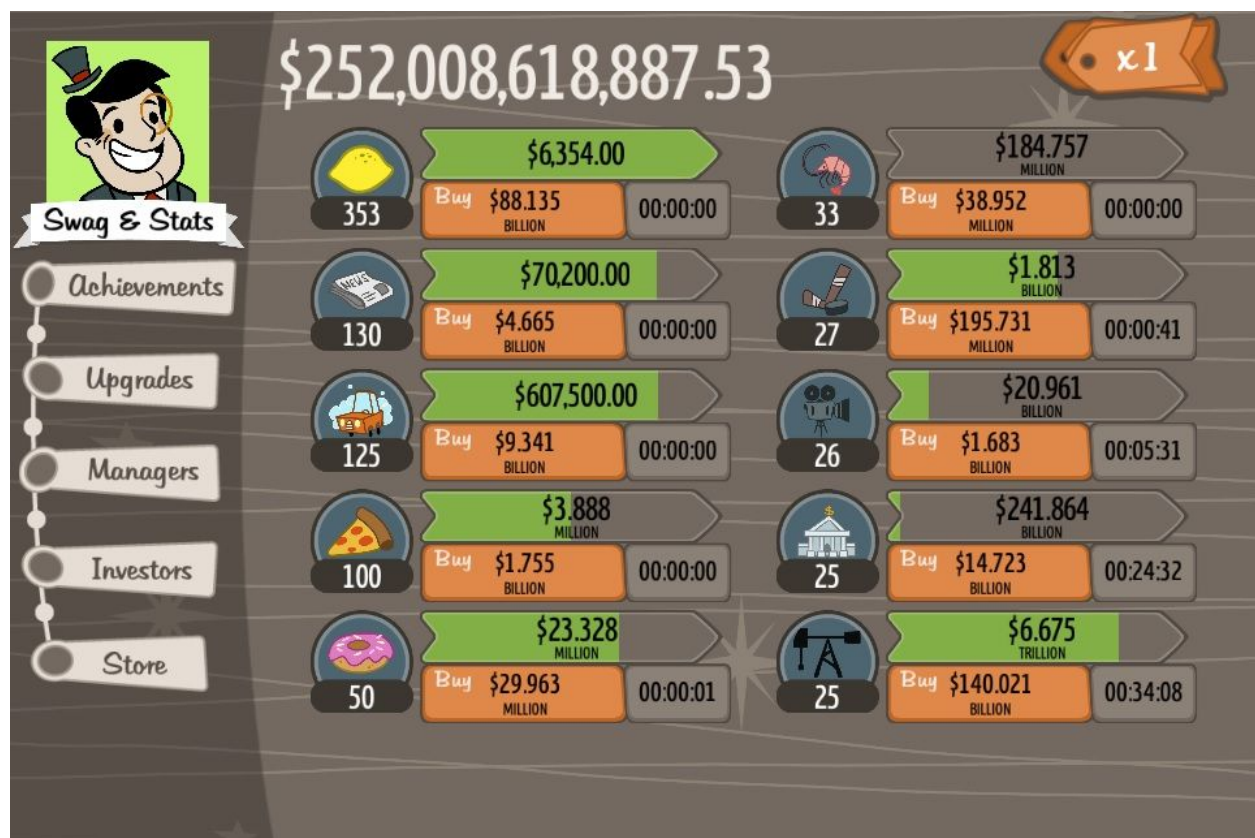
The first section consists of the upper left and lower left quadrants. This section I will refer to as the resource section. This section is very useful, as players generally want to keep up to date on their exact resource and progress as the game continues. In fact, this area is quite common among many games in this genre.

The second section is the upper right quadrant. This quadrant exists for navigation and organization. The tabs in this section change the fragment in the lower right quadrant.

The final section is where most of our actual gameplay lies. The lower right quadrant contains all the menus for our game. These menus hold all upgradable and purchasable items in the game. These menus tie together units of the same type (Areas where all the methods to gaining a single resource will be grouped together.)

This game's design allows for easy navigation as well as high readability, though having these bonuses comes at the cost of being not quite as graphically pleasing as our next example. This however can be mitigated some with a more interesting color scheme and some design accents.

The second game is AdVenture Capitalist and we draw most of our inspiration more from the individual upgradable elements of the game. Below is an image from the game.



Source : <http://wordpress-miniclip.s3.amazonaws.com/wp-content/uploads/sites/6/2015/01/adcap1.jpg>

Here, each item has a buy button as well as a progress bar. Though the nonmoving picture doesn't show it well, each of these progress bars fill slowly over time, when each progress bar fills to completion, the bar rests and the player is given a reward. In this

particular game that reward is dollars, but other games follow this model and reward players with various other resource. It would also be good to note that this design has a model that also allows for easy navigation tabs, as well as an up to date counter of resources available at all times.

## App Overview

### Objectives

Idle games (such as this app) aim to please people through passive progression while they are busy. It can be hallucinating to find that your army helped people while you were in a board meeting about missing the quarterly earnings estimate. While your baby throws up as you try to burp them, you can be assured that your army is making good progress defeating nearby nations.

At its core, this app provides an alter ego, a general of an army in the 18th century. You can recruit more troops by spreading the word about your dreams for conquest. You can gain more money by sending your troops on missions. After your army is large enough, you can send them to take over enemy nations or even the entire planet?

## The Recruitment Screen

Power	300					
Money	1000	Recruit	Actions	Upgrades	Map	
Army	Qty	Required Gold	Task	Unit Recruited	Unit Power	Purchase
Footmen	10	0	Newspaper Ad	foot soldier	+1	Purchase
Minutemen	10	40	Town Crier	minute man	+10	Purchase
Artillery	10	250	Spread Propaganda	artillery	+100	Purchase
Calvary	10	1500	Celebrity Endorsement	calvary	+1000	Purchase
Kakarot	10	80000	Gather Dragon Balls	Kakarot	+9001	Purchase

Figure 1: The Recruitment Tab. In this tab, the user will spend money in order to advertise their army and gain more soldiers.

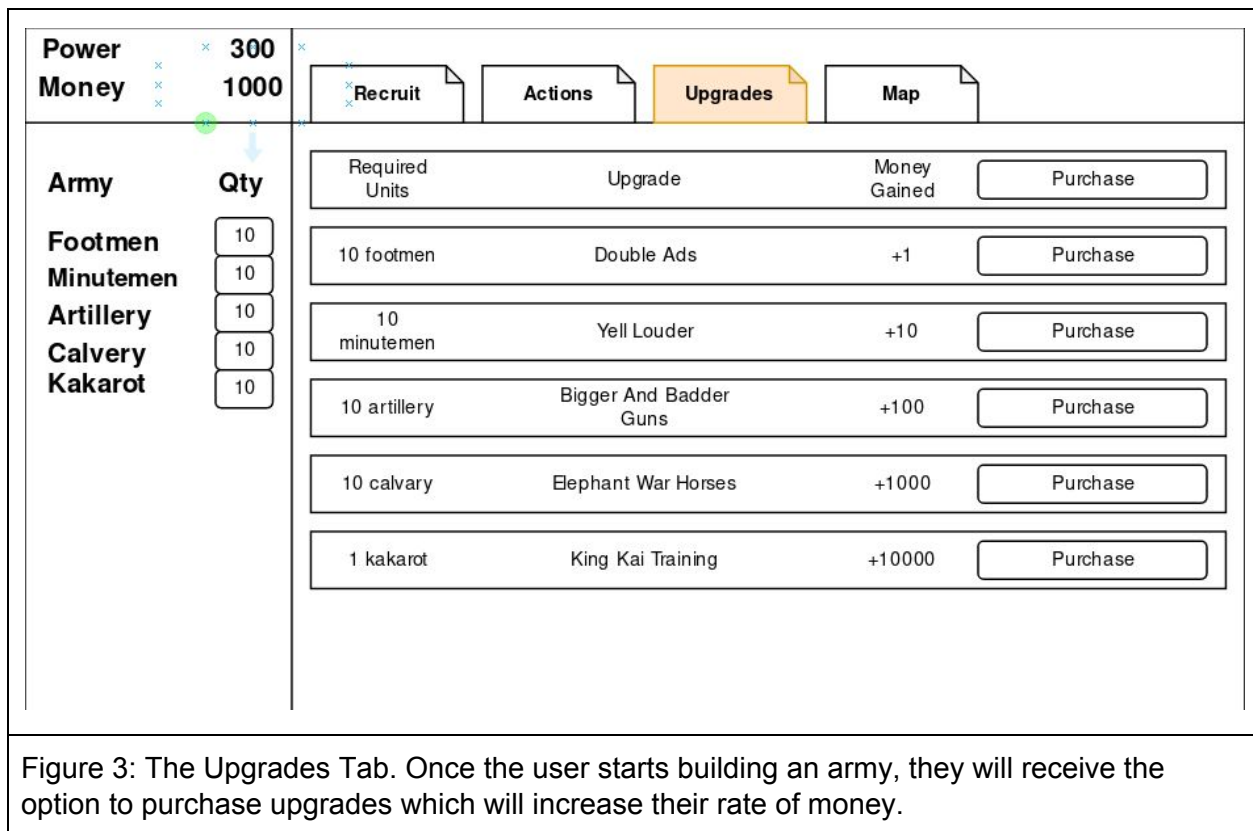
In Figure 1, we see the recruitment tab. This screen shows the progress of the building of new troops and what troops could be built given enough money. Each advertisement has a cost associated in gold and a reward in units. After pressing the purchase button, the cost will be subtracted from the amount of gold they have and the purchase button will change to a progress bar as in Figure 5. This progress bar will repeatedly fill up at a specific rate, every time it reaches 100% a new unit is added.

## The Army Actions Screen

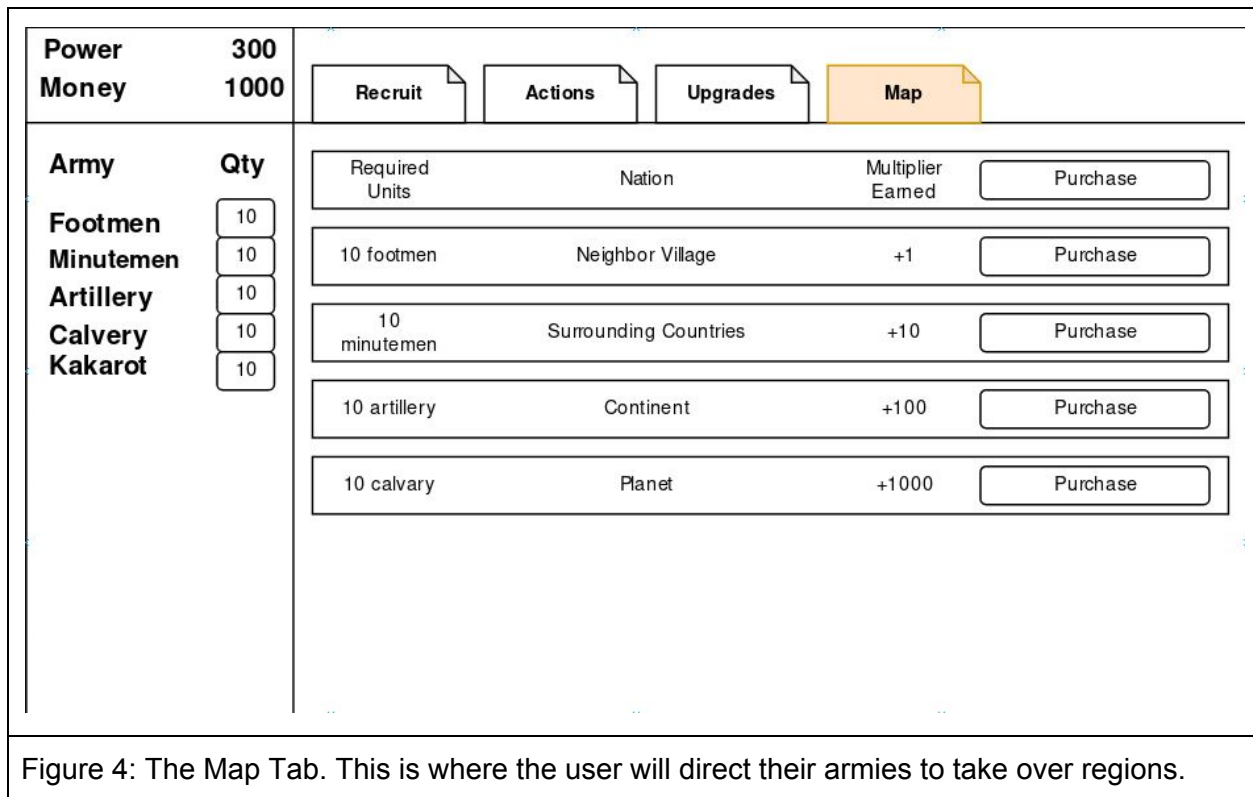
<b>Power</b>	<b>300</b>				
<b>Money</b>	<b>1000</b>				
		<b>Recruit</b>	<b>Actions</b>	<b>Upgrades</b>	<b>Map</b>
<b>Army</b>	<b>Qty</b>				
<b>Footmen</b>	<input type="text" value="10"/>				
<b>Minutemen</b>	<input type="text" value="10"/>				
<b>Artillery</b>	<input type="text" value="10"/>				
<b>Calvary</b>	<input type="text" value="10"/>				
<b>Kakarot</b>	<input type="text" value="10"/>				
		Required Units	Task	Money Gained	Purchase
		10 footmen	Dig Ditches	+1	Purchase
		10 minutemen	Fortify Town	+10	Purchase
		10 artillery	Blow their socks off	+100	Purchase
		10 calvary	Illegal Horse Racing	+1000	Purchase
		1 kakarot	Fight Vegeta	+10000	Purchase

Figure 2: The Actions Tab. This is where the user will order their army to perform missions in order to make money.

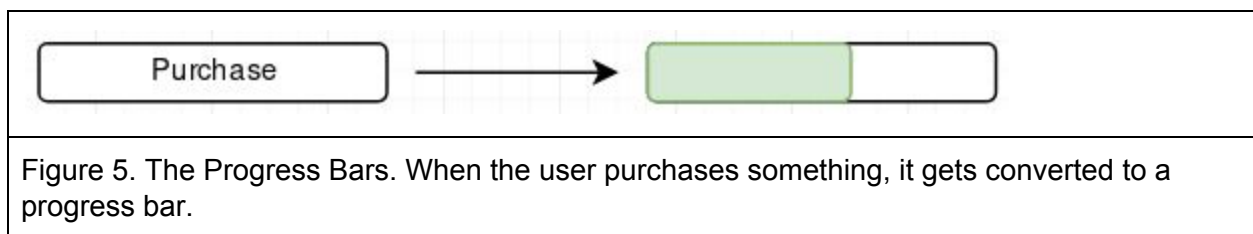
Without the Army Actions screen there is no way to get money, much like in real life. The Army Actions screen allows the user to send their army on missions. Each mission is a row in the table which contains important details. The required number of units, task, and how much money is gained. When the user purchases a mission (unlocked after the required number of units has been met), the army will go and complete it, the purchase button will turn into a progress bar as in Figure 5. Everytime the bar is filled, the player receives the money for that mission.



The Upgrades Screen allows the player the option to unlock a faster rate of income after meeting some requirement. Each upgrade is a row in a table and has the cost, title, and money gained fields. When the player purchases this item, the button will change styles indicating that the upgrade is unlocked and there is no more interaction necessary. This is a permanent upgrade and the purchase button will not turn into a progress bar as in the other cases. The user can see the result of the upgrade by going to the associated screen and seeing that progress bar move faster.



The Map Screen provides the purpose of the game. In this screen, the player can see how close they are to being able to complete an objective. Once all of the objectives are accomplished, the game is over. After the player finishes an objective, they are rewarded with a bonus amount of units, this is because you are capturing the soldiers in the areas you attack. Unlike in previous screens, when the user presses the purchase button, it will change to a progress bar like in Figure 5, however the progress bar will only be filled in once (in the other cases the progress bar continually fills and then resets).





# Main Features

## **Internal Tick System**

Everything in our game is centered around actions that take time. For example, running a newspaper advertisement will generate a certain amount of troops every few seconds.

Internally, we need to define ticks and a clock in order to synchronize all of the actions and provide a pleasurable experience to the user.

## **Progress Bars**

This app has a lot of progress bars with two different styles. The first style will fill and then reset indicating that an action has completed and then will be performed again. The second style will fill only once, indicating that the action has completed but it will not be performed again. Both of these widgets provide an important indication to the user about the speed at which they earn money and troops. Furthermore, they can easily see the progress of a long task such as taking over a nation.