# The Concept of the Game GeneralsLands

Anton Obersteiner

July 7, 2018

# 1 The Basic Idea

The game is derived from the online game `https://generals.io`. In this game, several players start on a map filled with unowned lands and castles that they, from their own castle, can conquer. Conquering any normal tile costs as much military strength as is present on that tile. Unowned land always has one and unowned castles have between 30 and 50 units initially. Over time, the power a tile of **owned** land contains, rises slowly, the power of a castle rises faster and thus, they are more valuable but also more difficult to conquer. Power can not only be moved from owned to unowned tiles, but also between one player's tiles. Attacking enemies tiles is not so different. One moves his military to the unowned tile and, if the attacking has not more than his opponent, the enemy might lose strength, but still owns the tile. When the attacker succeedes, the enemy looses it. The tiles behind those next to owned ones are not visible. Mountains, that are everywhere, can not be conquered and not be crossed, they are barriers. When someones starting castle (the general's castle) is conquered, the whole kindom is conquered and the opponent is gone.

# 2 Adding Something

My idea is to add a fertility rate to the tiles so they grow more population than others. Tiles are not castle or lands, they are just tiles that grow faster, when they have reached a certain number of power. They do not grow exponentionally. Tiles that are owned by a player grow faster, and even faster when surrounded by the same color. Also certain stats of the player might change the growth. Possibly, one could add two scores: civilian "inhabitants" and military "power", that could be affected by different surroundings, stats, global situation. Spies could be added to find out more about unseen regions, having a skill and different information to tell about enemy territory. They might not be able to cross unowned land, because the small local communities would kill them, while in an empire, they can be incognito until they get spotted, randomly, by anti-spies, ... Maybe, only cities have the capacities to create spies. Thinking about mountains, they might have just mor roughness than other terrain and thus, they might take longer and mor power to conquer, rendering them a thing that might only partially be a barrier and partially crossable. You might pull out more power from a tile than possible by recruting civilians, but that harms your growth and you might have some kind of dept to pay like giving power back to the civilians after the end of the war. They might give you less power than they are as civilians. Power is moved normally fast, civilians take much longer and reduce fertility in the process. The general can be moved and when he dies, by being on a conquered tile or by an uprise or an attack, the kingdom splits into parts and con

partially fall to the same player, to an AI, another player or be lost to the revolte, with no civilians and unconquereable for a time.

# 3  Structural Game Design

The "Game" has one or more "Player"s and "Tile"s. A "Player" has a color, a name and a x-y-position of its general. More stats may be added. A "Tile" has a owner - a "Player" and a measure of power on it. Also it has a fertility and a roughness. It reaches township somewhen with some inhabitants and some time and some military strength and then it has more growth. The townness value grows over time be an amount influenced by civilian number.