The game we have decided to make has a theme of Starcraft, with a style similar to games like Advance Wars and Final Fantasy Tactics. The game play and logic will be very similar to Advance Wars and fans who know how to play Advance Wars will know how to play it natively. The theme however, will be Starcraft based.

Audience: people who enjoy turn-based strategy games, Starcraft fans. For people who think Starcraft is to intense of a game and want a more laid-back game but the same Starcraft feel they know and love.

Introduction:

GamePlay:

It will start out as a console and move to a GUI. There will be a grid with units and pictures representing the units(see GUI Map). The user will be able to click and place units, or move and attack with them. We will have an image of the unit appear on the side when a unit is selected. Maps will be randomly generated for the most part. If a map is too large to see all at once, then moving the mouse to the edge of the window/screen will cause the map to scroll in that direction.

Rules:

The game will be a two player game.

We’ll have a map based on a grid.

Each team will have their own units and building.

Each cell on the grid will have a terrain type that affects the units in some way.

Terrains will include(Required): terrains (plain, grass, street, mountain, and forest), buildings

* Plain
  + has no effect on the unit.
* Forests
  + make the attacking player less likely to hit the person in the forest, as well as make them move less (lowering speed).
* Mountains
  + Small
  + Big
    - obstructs views for ranged units(optional) and keep most units from being able to walk on that panel (the required units will not be able to walk over them, while the possible units we will make can fly over them.
* Roads / Streets
  + increases the distance the units can move when moving along them.
* Buildings / Cities
  + increases the defense of the units stationed on them.
* Base
  + can be entered/attacked to allow the player to capture the base

Units have 6 stats (Required):

* HP (Determines unit health)
* Speed (Determines unit movement)
* Attack (Determines unit damage)
* Accuracy (Determines unit’s chance of hitting enemy)
* Range (Determines unit’s minimum distance to hit enemy)
* Defense (Determines unit’s resistance to damage)

Teams will be divided up into the different races that are in the original Starcraft game(Required).

Each team has their own special skill that can be used to help their allies in battle (Optional).

* Terran
  + Has the ability to heal their units
* Protoss
  + Has the ability to give their units more power.
* Zerg
  + Has the ability to give all their units more range

3 Basic Units (Required)

* Zealot
  + - Protoss unit that has low speed, high hp, high attack
* Zergling
  + - Zerg unit that has high speed, low hp, high attack
* Marine
  + - Terran unit that has medium speed, medium hp, medium accuracy, medium attack (but ranged)

Other Possible Units (Optional)

* Wraith
  + - Terran flying unit
  + Dragoon
    - Protoss Ground Ranged Unit
  + Mutalisk
    - Zerg Flying Unit

Ranged units must have line of sight in order to attack (Optional)

We will have Enumerations of the following types: ObstacleType, TerrainType, and UnitType.

Storage:

The user will provide the name of the file.

Games will be written as plain text in a file with the extension of ‘.AWsave’

UI Map:

Main Menu:

New Game Options:

Game Window:

Load Game:

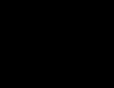
Stats:

Graphic Design:

Theme: Starcraft

Color Scheme: Silver, Black, Blue

102,153,204 

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51,51,204 

Swing, awt,