

Game Design Document Outline

A game design document is the blueprint from which a game is to be built. As such, every single detail necessary to build the game should be addressed. The larger the team and the longer the design and development cycle, the more critical is the need. For your purpose, the intent is to capture as much as possible of your design. I want you to be clear about what the software delivers and what the design entails. My recommendation is that you define the ultimate game and then clarify what it is that you have developed. If you find it too difficult to do that consider simplifying your idea.

1. Title Page

Chess: Battle Royale – Chess with 64 players.

Appearance: behind the title and options there is a chess board battlefield with humanoid chess pieces fighting, slight movement animations and epic background music.

2. Game Overview

1. Game Concept

An online chess battle royale where 64 players fight to be the last surviving player and for the RPG story mode is just battle royale format chess game against varying number of AI with gimmicks such as weird battlefield layouts.

2. Genre

A turn based online battle royale based on classic speed chess.

3. Target Audience

Anyone with an interest in chess.

4. Game Flow Summary – How does the player move through the game. Both through UI and the game itself?

The player can select and move chess pieces in the way they normally function in actual chess. When an opponent is checkmated, a UI menu is

5. Look and Feel – What is the basic look and feel of the game? What is the visual style? What is the visual style?

- The game has a basic cartoony esthetic somewhat similar to what you'd find on a basic chess website like chess.com or a Flash game. The chess pieces and your own board can be stylized based on whatever skins you own and apply before game.

- Medieval Style cities in Primeval Forests are the main areas in the single player mode.

3. Gameplay and Mechanics

1. Gameplay

The game takes the concept of chess but the twist on it is the fact that you can steal the pieces of your opponent that you have captured and use them as your own.

1. Game Progression

For the single player mode that has a story there are 15 chapters and each chapter has a Boss battle.

For the multiplayer mode there's going to be a rank system similar to the one that exist in chess.com, using your rating to matcha you with players of similar rating as you, whenever the player checkmate someone your rating gets higher and the more skilled the player that the players are going to end up facing.

2. Mission/challenge Structure

Missions and challenges are only in story mode. As you progress through the levels you will encounter the abused and enslaved people of the Dark kingdom some will come up to you and ask for help and others you must go up to yourself, either way you have the option of helping or not helping them. If you do help them, you will gain a new subject, and possibly a soldier, and some kind of reward. If you don't help them, you get nothing, and it can harm your kingdom's opinion of you which will cause a debuff when in your next battle. Other missions come from your own kingdom and will pop up at random, these can give you rewards and battle buffs when accepted and do not give debuffs when denied, they will however pop up again later.

3. Puzzle Structure

The most common orthodox chess puzzle takes the form of checkmate in n moves. The challenge is not to find a winning move, but rather to find the move which forces checkmate as rapidly as possible so as to not prolong the game.

4. Objectives – What are the objectives of the game?

In the battle royale mode the main objective is simply to beat your opponents and be the winner of that game, and to steal and use the enemy's pieces as own in process.

In the story mode the objective is to protect your kingdom and defeat the Dark Kingdom. There is also the objective of the side missions which are generally saving the subjects of the dark kingdom or helping your own subjects.

5. Play Flow – How does the game flow for the game player

There are three recognized phases that dictate the flow in a chess game: the opening, where piece development and control of the centre predominate. The middlegame, where maneuvering in defense and attack against the opponent's king or weaknesses occurs. And finally, the endgame where its predominant to promote pieces and take advantage of weaknesses in the opponent's defense to check mate their king. In the multiplayer battle royal, there could be consider a 4 phase, in which would be called regrouping where the player uses the pieces of his opponent to use them against other players.

2. Mechanics – What are the rules to the game, both implicit and explicit. This is the model of the universe that the game works under. Think of it as a simulation of a world, how do all the pieces interact? This actually can be a very large section.

1. Physics – How does the physical universe work?

No unique physics it a chess game the physics are equivalent to that of the Reality Universe (Ours)

2. Movement in the game

There won't be much actual movement options in the game that are available to the player, the things that are going to move are the chess pieces that the player has control over, when outside battle the player can move the same way they do in a chess dual, if there is no one else on the map then the next turn is always their turn, if there are too many people on the map outside battle then nobody takes turns (This Only Applies Outside Battle)

3. Objects – how to pick them up and move them

The only thing that the player will be able to pick up is his chess pieces and place them on the board, they can do this by selecting the piece they want to move and dragging and dropping it in the square on the board to establish the new position of said piece. There are items in the open world outside battles.

4. Actions, including whatever switches and buttons are used, interacting with objects, and what means of communication are used

For buttons and switches, the only one that interacts with objects in the game is the right click used to select and drag chess pieces.

Methods of communication in the game would only be available on the battle royal mode having a game chat where all the players can chat with each other.

5. Combat – If there is combat or even conflict, how is this specifically modeled?

Combat works just like how chess works with players taking turns moving their chess pieces to check mate the other players capturing their King, with the added bonus of odd boards and more opponents.

6. Economy – What is the economy of the game? How does it work?

For the story mode the player gets rewarded with a certain amount of gold for completing side missions and main story battles. With this gold they can buy cosmetics to stylize their chess pieces.

As for the battle royal mode the player will have to pay real world money for them to be able to customize their chess pieces and chess board with cosmetics.

7. Game Options – What are the options and how do they affect game play and mechanics

The player can choose difficulties ranging from easy to medium to hard this decision can affect the difficulty settings on the AI enemies that they'll be facing as well as how much assistance is given to them like types of and.

8. Replaying and Saving

The game has an autosave mechanic as well as a manual save that the player can access and play from the save file that they have. They can save their skins under an account to access them across them across platforms.

9. Easter egg

If you type in "Epstein" on your keyboard when playing on PC, a prompt will appear on screen that reads "didn't kill himself"

Also, an elephant piece is attainable in the story mode which is a nod to an old chess variant where instead of knights, you had two elephants that moved a few tiles diagonally.

4. Story and Narrative – Includes back story, plot elements, game progression, and cut scenes. Cut scenes descriptions include the actors, the setting, and the storyboard or script.

Story is that there is an A Villian That is Unimaginably Cruel and Awful and does unspeakable acts like Banning Body Armour and all forms of Self Defense In Order to turn all citizens into mere pathetic slaves and victims who cannot do anything to protect themselves or others, bombing cities with civilians in it and devastating them then citing the name of their enemy as an excuse to do it, and Torturing Animals to Death In Factories Of Misery where the animals are treated like Litteral trash and sentencing anyone who dares to go against this injustice to 10 Years In Prison, The Villian Is Ruthless beyond any describable words in the English or French language and his or her name is Unspoken as some people Faint in Quivering & Shivering Fear upon hearing the name, in the story the Villian needs to be stopped by the Hero, The Range Of This Villian's Tyranny Knows Zero Boundaries and will continue to Expand if not stopped, His Tyranny has been known to "Sneak" Into the countries that are considered to be "Good" As Well And Is Known to Linger For Many Years, the Hero needs to bring this to attention in the good territories so that it's leaders could undo it.

The setting takes place in a Medieval Capital City surrounded by a Primeval Garden and expands to an entire Divided country after the beginning.

Characters are the chess pieces and the leaders that rule them.

Opening cut scene - The prince is spending time with his father in his room (big fancy room, a large bed with soft, expensive looking blankets, what you'd imagine a king's room to look like.) when one of the palace staff bursts through the door and informs them that the palace has been invaded. The prince and the palace worker try to help the king out of bed and through the secret door that leads through a tunnel system and to safety, but the king is too weak and sickly and cannot get out of bed, he orders the palace worker to take the prince to safety and leave him there. The prince refuses this idea and tries to argue but as this happens, they hear a group of people rushing towards the room, the king tells the worker to leave, and they pick the prince up and take him through the hidden exit. The prince is visibly frightened and torn between yelling to help his father and the terror he feels as he hears those people rush into the room. We can see a man and his father speaking before this man orders some child, about his age, to do something and he watches through a crack in the hidden door as a boy about his age walks up to his father's bed and runs a sword through his chest. He is then dragged away by the palace worker and after they get out of the tunnels, we can see the palace partially aflame, people running from it and fighting. It then fades to a short scene explaining that the group that broke into the palace was the Dark king, his son, and a group of soldiers. We watch as the prince is crowned king and vows to protect the people of the light kingdom and take down the Dark kingdom for good.



1. Game World

1. General look and feel of world

- Classic medieval architecture and interior design
- Medieval soldiers but with very technologically advanced weapons and some upgrades to their armor as well
- A mix between the medieval era and futuristic technology but still medieval looking for the most part

2. Areas, including the general description and physical characteristics as well as how it relates to the rest of the world (what levels use it, how it connects to other areas)

Areas correspond to match the theme of the provincial color. Example: Red is hot lands. Blue is tropical. Green is Forest and grassland. Cyan is perpetually cold. Yellow is hot and covered in smog from the factories in most areas, but the areas the rich reside in are very extravagant and fancy. Magenta is a toxic wasteland ruined by pollution.

2. Characters. Each character should include the back story, personality, appearance, animations, abilities, relevance to the story and relationship to other characters

Relevance - (Story) The Primary King Ministry of Light is the Main Protagonist. He oversees the army and training for the soldiers as well as creating battle plans and formations, among his other kingly duties.

Relevance - (Gameplay/abilities) This is your character; you will command your troupes and create formations through him. When you are not fighting you can manage your army by training and upgrading troupes.

Personality - He has a Heart of Gold and a Soul of Silver, and he is compassionate to everyone and everything around him. He takes pleasure in rescuing animals and people and thinks those with power should use it to protect those weaker than them, he detests the Dark kingdom for using their strengths to hurt others. He is regal and friendly but also serious and intimidating, when need be.

Appearance - He wears expensive furs and fabrics, and golden accessories. Most of his clothing is plain to accentuate the few pieces that have golden lace work. All his clothes are white and light grey with gold accents. His hair is snow white with silver streaks, he is fair skinned and has grey eyes. He dresses somewhere in between the

royal kingly attire you'd expect and that of an army general. He is an average height, and his build is muscular from battles with a few hidden scars.



Backstory - The kingdoms of Light and Dark have been at war for as long as anyone can remember, there have been great losses and glorious victories, names that strike fear or joy into the hearts of many and battles that won't soon be forgotten. But the most impactful moment for (main character name) was on his thirteenth birthday. (Main character name)'s father, the king, had grown old and frail over the years and had been confined to his bed just a year earlier, but this had not dulled his spirits he still made sure to spend as much time with his son as his health, and (main character name)'s schedule would allow, knowing how important it was for him to be there for (main character name)'s mother died in childbirth so his father was all (main character name) had. (Main character name) was spending time with his father in his room when one of the palace staff bursts through the door and informs them that the palace has been invaded. (Main character name) and the palace worker try to help the king out of bed and through the secret door that leads through a tunnel system and to safety, but the king is too weak and sickly and cannot get out of bed, he orders the palace worker to take the prince to safety and leave him there. (Main character name) refuses this idea and tries to argue but as this happens, they hear a group of people rushing towards the room, the king tells the worker to leave, and they pick the prince up and take him through the hidden exit. (Main character name) is torn between yelling to help his father and the terror he feels as he hears those people rush into the room. He can see a man and his father speaking before this man orders someone named (main antagonist name) to do something and he watches as a boy about his age walks up to his father's bed and runs a sword through his chest. That was the last he ever saw of his father as he was dragged away by the palace worker right after, he couldn't even pay attention to the passing tunnels as he struggled to process what had happened.

Relationships - Eternal Light and Infinite Dark Are Mortal Enemies. He is good friends with the Green Premier and often converses with him about everything from battle strategies to how the plants are doing.

Animations - All Moves Are Animated, slight sway when idle.

Personality - The Red (Energy) province's premier is very energetic, determined, and widely considered an oddball. Those who know him describe him as extremely passionate about his work; he will stay up for days trying to perfect a new device and rarely leaves his workshop at all. Those who don't know him would call him crazy, peculiar, impulsive, his work unprecedented, and unsafe. But whether they know him or not, both would agree that he is undeniably good at his job; he is effective and efficient; he thinks outside the box to create things no one has ever thought of that are twice as good as anyone else could have created and in half the time. Despite what others may think of him and how obsessed he is with his work; he is a genuinely good guy. He puts so much time and effort into his work, not just because he is incredibly fascinated with science but also because he wishes to help end the war as fast as possible to avoid more people dying.

Relevance - (Story) He is primarily in charge of the weapons department, more specifically weapons, utilizing his element, energy. He oversees the Hunting industries of the Land of Light which hunts Carnivores in order to help provide food for families in barren desolate areas while also preventing other creatures and animals from going extinct due to over predation. The entirety of the Light Kingdom's army is outfitted with his weapons, which have proved many times more effective than those of the Dark Kingdom; unfortunately, the Dark Kingdom still has many more soldiers than Light does.

Relevance - (Gameplay/abilities) Over time he would present you with upgrades and better protection for your kingdom. These get better and take longer the more you play the game.

Backstory - He was not originally premier; it was his older brother before him, but just a few years ago his brother led a battalion into the Dark Kingdom's Magenta province, and none of them returned. Since then, he has vowed to himself to help end the war and stop others from losing loved ones.

Appearance - He dresses comfortably in clothes that are usually burnt and stained from his experiments; he has bags under his eyes from staying up to work but is somehow energized, nonetheless. Most of his clothes are red one might think red is his favorite colour but it was actually his dead brothers, and he finds some comfort in wearing it. He has dark brown, almost black hair, he has an olive skin tone and dark brown eyes. He's of average muscular build and lanky, he has multiple minor burn scars from explosion and his hands are covered in them.



Relationships - He doesn't really speak or form relationships with many people, the only person he would consider his friend is the Light King. The Light King used to be close with his brother and when he died was the only one there for the red premier. Even when he refused his help or company the Light King was always there for him, and he appreciated that even if he doesn't show it.

Animations - All Moves Are Animated, slight bounce when idle.

Personality - The Blue (Aquatics) province's premier is free-spirited, generous, and perhaps a bit naive. She is always advocating for dialogue instead of conflict, wishing that this war could be settled over a good and long conversation rather than who can kill the other first. As a result of her Environmental Ethics and Morality and general distaste for violence, those that live in her province are those that refuse to or cannot fight in the war, mostly children, the elderly, or war veterans, versus' the large majority of scientists, healers, or soldiers in the rest of the kingdom.

Relevance - (Story) Her element is water; she oversees fishing and water purification centers; she regulates fishing and supports clean oceans to ensure conservation of fish populations and their welfare so that the indigenous populations won't run out of fish in colder areas and to protect the underwater ecosystem from violence and poaching and cruelty. She also takes care of a large portion of the education of the Light Kingdom's subjects. She has taken to throwing festivals or events to raise the spirit of the kingdom and bring joy to those who have lost something, or someone, in the war.

Relevance - (Gameplay/abilities) She would be the one to help you rebuild your kingdom after it has been destroyed by Dark soldiers. She is not used in combat but when enemies invade your kingdom, she will assist in fending them off.

Appearance - Wears beautiful dress' of all styles and accessorizes her blue hair, often letting the children do it up. She is taller than average and physically fit. She is tan and has hazel eyes. She is often seen with paint or paper stuck to her from helping the kingdom's children with their crafts and harmless shenanigans.



Backstory - She was not originally from the Light kingdom; she comes from a nomadic people, and back when she was 14 her and her parents were traveling across the sea when a massive storm struck, it capsized their boat and she was separated from them, it took days before anyone found her, even after receiving medical attention it was a wonder she survived. It took years before she was comfortable with the sea again but once she was, she remembered how much she loved it and made it her mission to learn as much about it as possible, and maybe, if she's lucky, find where her parents might of went.

Relationships – She is friendly with all the premiers, but she has more and better relations with her people than them as she spends more time making sure her province is in good shape and everyone is happy rather than having conversations with the other premiers.

Animations - All Moves Are Animated, slight bounce and sway when idle.

Personality - The Green (Nature) province's premier is kind but strict. He is the first to offer his aid in any situation but will never tolerate disrespect to himself, his King or to those around him. He is a great mediator as he generally keeps a neutral opinion on a given situation, will listen to all sides, and make a judgment based on objective facts and not on how he may feel about the matter. This, however, has caused issues for those close to him to feel as though he is not on their side when he takes an objective stance on things (potential for brewing conflict).

Relevance - (Story) His element is nature, this primarily revolving around botany. He has many greenhouses where he holds a vast variety of plant life of which he studies fervently, and he also grows fruits and vegetables. He oversees the Light land's farming industries and makes sure the conditions for the animals on those farms are good and kind for the animals in a way that ensures high animal welfare standards and clean environments. Only Herbivore animals are farmed for food to ensure sustainable family run traditional farming, he oversees the medical fields to do with his herbs, he personally conducts research on what plants could ease the people's ailments as well as how to cultivate plants more efficiently.

Relevance – (Gameplay/abilities) Creates medicines that will Increase the health of characters and/or has a healing status effect. Will heal fallen soldiers back at the kingdom over a period of time.

Backstory – He believes all life, from a tiny bunny to a person deserve to be protected and cared for, so when he visited The Company Factory Farm and Abbatoir as a boy he was traumatized by the cruel way they treated the animals there, and how no one saw anything wrong with it, he was told every country had places like that and was horrified at the notion people could treat another living thing so cruelly, so he became a politician to fix that, he presented laws to ensure the welfare of animals and the environment while also working to reform the farming system in the kingdom to be much more ethical and kinder despite still providing food for everyone, He is a Misanthropist and sees Humans as Equal To Animals but he still has a heart of gold and soul of silver and treats all living things and people with kindness, he hates when people synonymize “Humane” with “Kindness” as he sees humans as a cruel species. He wants Socialized healthcare for animals and sees it as unfair that one species gets free healthcare while everyone else does not. He also supports being able to own ANY non-dangerous animal as a pet and completely ignores greedy Meaty lobbyists against that and against animal welfare and sees them as selfish spoiled greedy snobs with a Dark God Complex. While He is against capitalized healthcare, housing and legal aid and wants them to be socialized he sees capitalism as perfectly acceptable with other objects. He wants a society that balances capitalism and socialism with most things being capitalized of course while only things That are BOTH Extremely expensive AND extremely essential are socialized Like Housing, Healthcare, Legal Aid, Veterinarians & Education etcetera

Appearance - Intimidating but warm aura. Simple and minimalistic green clothes, always has his trench coat on his. Light brown hair and light skin with equally light green eyes. A slightly muscular build and tall. Bees, butterflies and other small critters seem to flock to him, so he is often seen with some nearby and usually stops multiple times throughout his day to feed or pet them. When he is Warlord, only aggressors and attackers die, no citizens die.



Relationships - Defendant against magenta province. He is good friends with the Light King and friendly with the blue premier, he hasn't spoken to the red premier very much but knew his brother and feels sorry for his loss. He is close with those who assist him in his research in the medical field, these are often people he has taught and worked with all their careers.

Animations – All Moves Are Animated, slight sway when idle.

Personality - The Primary King Ministry of Darkness: Cruel, Sadistic, Lusts for Conquest and war, has a Heart of Sadism and Soul of Gore, Wishes to Conquer the Planet even if it means a full out destructive war, what he plans to do with the Earth once he rules it is evil sadistic things. Relevance - (Story)

Relevance - (Gameplay/abilities) He is the final boss of story mode.

Backstory - Sees every living thing as pathetic and worthless and dependent which stirs up an Ancient Primal Carnivore instinct that causes the Main Antagonist to be Ultra Aggressive to Every Living thing besides those who are like him. He is just sadistic for fun and pleasure and his Lust for war and Sadism is never satisfied.

Appearance - He wears a black and dark grey suit that is most often covered by a black cloak with a grey fur neck lining. He has black hair and black eyes.



Relationships - Antagonist and counterpart to the Main Character Who is the bearer of light. Finish him to save the country.

Animations – All Moves Are Animated, slight sway and face of disgust when idle. Attacks are variations of darkness consuming souls and corrupting them.

Personality - The Yellow (Minerals) province's premier is a greedy, selfish, egotistical man.

Relevance - (Story) He oversees the mines as well as the factories where those minerals get processed and sold, but it is not that simple, his workers are not workers, they are slaves, taken off the streets or from their homes, it does not matter, if they're not rich and important he does not care. He does not pay them instead he provides them with a bed and food, never mind that they must share a small room with dozens of other people and the food is not nearly enough, he still calls it enough, as it is "better than what they'd have on the outside" ignoring that most of them have families they wish to return to, he does not care, they make him money.

Relevance – (Gameplay/abilities) Rock based attacks, Jewels deal the most damage as they are the densest rocks (Gameplay/abilities)

Appearance - He is Covered in jewels and overly accessorized, wearing very expensive fabrics with a lot of frills (yellow themed).



Backstory - He once found a lot of treasure and when he tried to take it for himself, he was robbed but he could NOT defend himself or stop the robbery due to the Infinitely Evil Laws of the Dark Master of Infinite Darkness Against the Traditional value of Self Defense. So he lost all the treasure and out of spite he became infinitely greedy and broke all the infinitely evil laws and when the dark master caught him and was about to sentence him to the minimum of 10 years in prison like everyone else, a deal was made that he join the evil government and steal as much as he can for the kingdom of infinite darkness and he will freely defend himself while everyone else would be sentenced to 10 years in prison for doing so and he accepted the deal.

Relationships - Enemy of Blue province, recruit him and he might be able to solve the problem of the infinitely evil laws against self-defense due to his backstory.

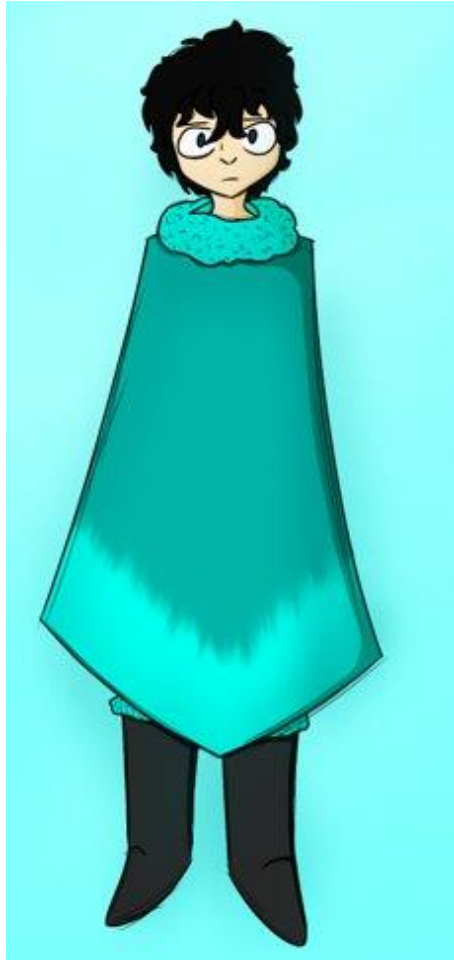
Animations – All Moves Are Animated, slight sway and pompous laugh when idle. Attacks are variations of rocks destroying things and living beings.

Personality - The Cyan (Ice) province's premier is a cold man, and that's not just because of where he lives. He is an apathetic, cold, impassive person, showing no care for anyone but himself, and especially not his people, leaving them largely homeless, poor, starving and freezing, only given them basic necessities when he needs them alive for whatever reason. He mostly keeps to himself and is not often seen in public. Supports the Overhunting of Herbivores and does not care if they will go extinct, he is also sadistic and loves causing pain and suffering to all living beings. He is Strictly Anti-Immigration and will send them away in a violent manner.

Relevance - (Story) He oversees the flow of knowledge, battle strategies, and keeping the factories and farms in order. He is the Dark King's right hand, he takes care of most of his duties for him, as the Dark King says he should not be burdened with such things.

Relevance – Ice based attacks, Victims cannot move, they start withering if frozen too long (Withering is the Effect that makes Death Permanent; Absolute Destruction on a Microscopic level is Irreversible) (Gameplay/abilities)

Appearance - Regal looking, simplistic clothing, expensive furs, lots of layers (cyan themed).



Backstory - His Family In the hospital DIED due to an EMP Strike on his city by the Dark Master Of Infinite Darkness and now he wants everyone to feel that despair just as he did so he steals all energy from cities and uses it for himself, His culture and religion was also mocked and attacked relentlessly by the Infinitely Bigoted Dark Master and that made him feel infinite despair, now that his culture and religion has been devastated he wants everyone else to feel the same amount of infinite despair.

Relationships - Enemy of Red Province, recruit him to solve the problem of Discrimination.

Animations – All Moves Are Animated, slight sway when idle. Attacks are variations of ice freezing everything blocking energy completely.

Personality - The Magenta (Poison) province's premier is eccentric, spiteful, energetic, reckless, spontaneous, explosive, acting similarly to a spoiled child. She does things without ever stopping to consider the consequences at all, often deliberately doing things she knows will cause harm or upset, she enjoys causing mayhem and never takes responsibility for the aftermath. She is known for not only causing the most damage out of the Dark premiers, but also for her poisons being some of the most painful ways to go. Her people fear her, and dread when she decides to test out a new poison on them. She supports farming carnivores which kills 1000x more than traditional farming since those carnivore farm animals need to eat meat too. Where does the meat for carnivore farm animals come from? Factory Farms which are very cruel to the animals and treat them like objects. She punishes anyone who exposes cruelty. She loves big oil and gas and laughs at leaks and explosions.

Relevance - (Story) Her element is poison, when she is not out causing havoc for her people, she is in her lab creating new poisons, in new forms, to put into new weapons with the intent to cause as much damage as possible.

Relevance – Spreads Garbage Everywhere and litters relentlessly for fun, poisons everything she meets
(Gameplay/abilities)

Backstory - She has taken an unwanted interest in the Red Premier for their similarities, believing him to be just like her despite his insistence on the fact he hates her and everything she does, repeatedly mentioning the fact she murdered his brother. She does not seem to care about his denial and insists he will come around one day. She had a Sanctuary Farm, but the dark master and his army killed all her animals in a fascist manner in order to protect Big Meat Industry, while Family run farms were oppressed to oblivion by his evil government. Ag Gag laws prevented her from exposing animal cruelty on factory farms too so she experienced infinite anger and wanted to destroy the ones that did that to her so she was captured and about to be executed but was instead given one last chance and told to put that rage to good use against the kingdom of eternal light in exchange for great wealth and so she did, now she supports infinite cruelty against animals in factory farms, the complete opposite of what she was, she did this to obtain the license to kill as she was about to be executed for killing her oppressors, now that she is an authority she can kill as much as she wants with no consequences. Fasces: A Political Trophy That Represents Absolute Authority Over Life and Death.

Appearance - Clothing with many different styles and patterns to express her chaotic nature with varying colours. She is often seen experimenting with a poison of some kind even outside of her lab.



Relationships - Enemy of green province. Recruit her to solve the problem of animal cruelty. She is often seen harassing the red premier, she thinks he's fun and wants him to join her in her antics and cruelty.

Animations – All Moves Are Animated, exaggerated bounce when idle. Attacks are variations of magenta fluid sickening all that it touches or wets.

5. Levels

1. Levels. Each level should include a synopsis, the required introductory material (and how it is provided), the objectives, and the details of what happens in the level. Depending on the game, this may include the physical description of the map, the critical path that the player needs to take, and what encounters are important or incidental.

Many levels are chess boards, The Boss battles have variety in Genre and gameplay and takes place in capital cities with elements that match the representing provinces.

6. FLUTE:

The player will be shown a quick tutorial explaining the twists on classic chess and there will be optional documentation from the start menu that explains the rules of chess.

7. Interface

1. Visual System. If you have a HUD, what is on it? What menus are you displaying? What is the camera model?

Heads-Up Display, or HUD:

Player Stats: Shows health, remaining pieces or units, and any other important game data.

Timer: In timed matches, indicates how long each move takes or how long the entire match takes.

Goal Information: Provides a summary of the current goals or objectives while playing.

Notification Panel: Pop-up alerts for noteworthy occurrences or details unique to a player.

Menus:

Main Menu: This section contains options for selecting a game mode (solo or multiplayer), accessing settings, and starting a new game.

Settings Menu: Adjust the controls, audio, graphics, and gameplay parameters.

Rankings, match histories, or the top players are displayed on the leaderboard.

Model of Camera:

Top-Down View: Often used in chess games, this viewpoint shows the board and pieces from above.

Dynamic Camera: For a more immersive experience, choose to include close-ups during pivotal movements or special effects.

2. Control System – How does the game player control the game? What are the specific commands?

Controls for the game:

The main device used to move pieces, interact with menus, and make choices is the mouse or touchscreen.

Keyboard shortcuts are short commands that allow you to quickly undo, forfeit, or access particular menus while playing a game.

Controller Support: Console-specific controls for console versions or integration for gaming controllers.

Specific Commands:

To select and move pieces, tap or click.

Pieces can be dropped and dragged onto the board.

During the game, shortcut keys can be used to undo moves, access menus, and ask for assistance.

3. Audio, music, sound effects

Playing in the background while you play are relaxing instrumental tracks that you can change in the settings.

Sound Effects:

Piece Movement: When a chess piece is moved, each kind makes a different sound.

Special Moves: Unique effects for castling, capturing, or checkmate.

Notifications: Acoustic cues for significant turns or events in the game.

4. Help System

Tutorials and Tooltips:

Interactive Tutorials: Guided gameplay sessions explaining rules, strategies, and special moves.

Tooltips: Contextual hints providing information on pieces, moves, or game objectives when hovered over or selected.

In-Game Assistance:

Hint System: Option for players to request hints or suggested moves during gameplay.

Rulebook: Accessible from the menu, detailing rules, strategies, and explanations for new players.

8. Artificial Intelligence

1. Opponent and Enemy AI – The active opponent that plays against the game player and therefore requires strategic decision making.

Enemy AI Is generally of Average intelligence but will get harder to beat as you progress and during boss battles.

2. Non-combat and Friendly Characters would have AI to make the player feel as if they are helping or rescuing a real living being.
3. Support AI -- Player and Collision Detection, Pathfinding. Available moves of a piece are shown when the piece is selected.

No AI As Long as you are the Leader, A Small Price To Pay for a big privilege, Supreme AI Otherwise to make up for not being leader, Your Leader would be the AI Telling you what the best course of action would be, you choose if you want to obey but obeying would be recommended as it would be likely to lead to the best outcome in the battle for you.

9. Technical

1. Target Hardware

Making sure the game is playable on all gaming platforms is the goal. This involves optimizing it for a range of hardware setups, such as:

PC: Considering various RAM, storage, and CPU and GPU capacities.

Consoles: Considering the hardware limitations of each platform, these could include PlayStation, Xbox, and possibly other models.

Mobile: Consider into consideration different screen sizes, processing speeds, and memory capacities for iOS and Android devices.

2. Development hardware and software, including Game Engine

using tools for game development like Unreal Engine or Unity to create the AI, graphics, and mechanics of the game. high-performance systems that can manage resource-intensive development tasks like testing, designing, and coding.

3. Network requirements

Multiplayer functionality: Matchmaking, leaderboards, and updates are implemented on reliable servers to enable online play.

Cross-platform interaction: Making sure that players on various devices are compatible and can communicate with one another easily.

10. Game Art – Key assets, how they are being developed. Intended style.

The art will be drawn in a basic cartoon style using Gimp. The pieces must always be very clearly distinguishable by other players, so the silhouettes of the pieces always look almost the same as the normal silhouette.

Example of a Christmas skin bishop:



christmas
Stocking