**Game Title: Dominus**

**Engine/Programming Language:** Loom/LoomScript

**Project Length:** 3 weeks, extendable

**Game Summary:**

You are in charge of a war mongering civilization that is determined to be the master of the world. Each civilization, distinguished by different colors, controls units spread throughout numerous states and regions across the map. The players of this turn-based strategy-game begin with an army of the same strength and composition to be placed over their controlled territory. Each turn a player is allowed to pick one of his/her states to attack adjacent states and challenge them to battle. The outcome of the battle depends on the strength of your military, determined by odds of each unit against the other. At the end of every turn the player receives a certain income based on the number of states and bonuses for the regions they own. You have the chance to strengthen your military at the end of each turn with the amount of income you earn. The objective of the game is total domination of the map, hence conquering all the states.

**Gameplay:**

Click on the states you own and attack adjacent enemy states. You should devise a strategy to pick battles based on the following factors: the odds of victory as determined by both army strength and composition within each state, increasing income, and the geographic location of states in relation to the whole map. Depending on the income that you earn at the end of each turn you replenish your armies and place them strategically for the following rounds.

**Original Concept:** Strategery meets Risk with a twist

**Game Design**

Answer the following questions about your proposed project:

* **Game Sections:**
  + Main menu
    - New game
      * 3 or 4 players
      * Random vs choose specific map.
      * Player colors (red, blue, yellow, green)
  + Main screen (within game)
    - Scalable view of the map, which is divided into different regions containing multiple states.
    - Each state will display the army it contains, made up of marines, RPG equipped soldiers, and Armored Vehicles. All states and units will be the same color as the player who controls them.
    - Information bar showing:
      * Whose turn it is
      * Spendable income
      * Troup count
      * Territory count
      * Regions controlled
      * Bonus count
      * Purchase new units (only available at the end of each players turn)
  + Battle Screen
    - Both players’ armies are displayed with cards that portray the unit type that each card represents. The players have the opportunity to arrange their individual units into whatever order best fits with their strategy at the end of their turn.
    - The two fighting armies are displayed in separate halves of the screen (upper and lower). The last unit of each army fights each other, 1v1, until only one army still stands.
  + Victory screen when a player has conquered the entire map.
* **Objectives:** 
  + Destroy all opponents
    - Controlling regions, which give you extra resource bonuses at the end of your turn
    - Increasing the number of states you control. (Controlling more states will also provide a bonus to income at the end of your turn.)
  + Strategically purchase and place reinforcements at the end of your turn.
* **Controls:**

Click to select states, attack enemy states; purchase and place new troops.

* **Win Conditions:**

Total domination of the map

* **Game Mechanics:** 
  + Turn based game.
  + There are three types of units (marines, RPG equipped soldiers, and Armored Vehicles). Each unit has a different set of odds of winning in a battle against the other units. The varying strength of the units is balanced by their respective cost.
  + If you win a battle, the state comes under your control (changes to your color), and you have the option to move a part of your army into the new state. All states must have at least one unit on it.
  + If you control all of the states within a given region then you receive an extra bonus income at the end of your turn, which will be a function of both the size of the region and the unit production diversity provided.
  + Players purchase units at the end of their turns. There will be three buttons, one for each unit type. Clicking one on any button will purchase that respective unit type. A player can spend as much as their income allows on new units.
* **Extension:** 
  + Adding more units i.e. helicopters*,* flamethrowers, motorcycles, tanks.
  + Expanding the rules to allow certain troops to move only in specific areas of the map.
  + Adding the ability to add a CPU player and developing the AI behind it.
* **Development:** 
  + Graphical User Interface
  + Data representation of the players’ properties and their positions
  + Algorithm behind the battle outcomes
  + Balancing the units: strength and odds vs. cost.
* **Challenges:** 
  + The most difficult part of this project besides the development phase will be to assign values to the odds of each unit winning against another unit, picking a starting number and variety of units given to each player, choosing the number of states within each region, and such quantitative measures that directly affect the balance of the game.