RTS Notes

Development Notes

1. Large map generator to allow large multiplayer games
2. Allow joining of multiplayer games in progress
3. Game history determines multiplayer perks, eg include technologies record. New players have few technologies.
4. New players can only play against other new players.
5. More experienced players can join games in progress after certain amount of time.
6. Map size to be changeable during play.
7. Cross platform game play.

Gameplay Note

1. Minimap to center on explored area, so you cannot tell where the edge of the map is until the map has been fully explored.
2. Later technologies allow money to become part of the economy.
3. Mine may gain increased capacity as a random event.
4. Cooperative campaign.
5. All units may occupy all buildings and buildings without a military presence may be captured.
6. Improved unit selection and management.
7. Terrain based speed stats.
8. Resource sharing with allies.
9. Unit markers, eg set an archer marker and a barracks will automatically create archers to fill the space when it is vacant. Sanctuary will automatically create farmers to fill markers in fields etc.
10. Auto fill buildings option to auto call settlers to buildings.

Technologies changes

1. Up to 5 technologies researched per mission, but each successive tech requires twice the input.
2. Technologies can be lost.
3. Technology dependency included. Plus, losing a technology can mean dependant technologies are also lost.
4. Can switch tech tree mid mission.
5. Additional technologies to be added.
6. New tech tree to be added.
7. Resource requirement to research technologies.
8. Randomise order of certain techs at start of game.

Agricultural tech changes

1. Allow ability to cultivate fields and improve yield.
2. Allow ability to farm animals.
3. Building upgrade.

Mechanical tech changes

1. Multiple Technologies to increase mine capacity.
2. Technology to allow metal ore to be mined in addition to stone.
3. Water units.
4. Road terrain available to make.
5. Building upgrade.
6. Energy (electricity) added to economy at relevant stage of tech tree. Building Production bonus as long as energy supplies are present.

Military tech changes.

1. More useful air units
2. Wall upgrade.
3. Water units.
4. Building upgrade.

Spiritual tech changes.

New tech tree.

Building Notes

1. Housing to be included, occupied housing will slowly generate more population when male and female units are present.
2. Can benefit from multiple laboratories, but effectiveness of each additional lab halves.
3. Culture centre also requires a time element.

Unit Notes

1. Units now age and have age related stats.
2. All units to have attack and defence values.
3. Units now heal slowly a small amount. Require a hospital for full healing.
4. Units now require rest in housing.
5. Units requiring rest will not heal and will get hungry more quickly.
6. Male and female units present.
7. Thieves can steel specific technologies from the relevant buildings.