Race 2 Civilization

Games Design Document

Executive Summary

Race 2 Civilization is a Neolithic RTS game where you can play as one of six different tribes in a face off to become the first settled civilization. The tribes compete in both conquest and technological advancement. Everyone is your enemy including yourself, at the start you will compete with other tribes but as time moves you must save yourself from yourself. With the aim to become the first civilization, expansion isn't always the most opportune idea and could potentially lead to the tribe's downfall.

Overview

Race 2 Civilization, or R2C for short, is a competitive RTS game where you play one of six different Neolithic tribes. The game is up to six players on multiplayer or can be played singleplayer with up to five Ais. You will take control of a tribe in the Neolithic era of humanity and try to make them into the first settled neolithic tribe, in order to accomplish this, you'll need to reach the seven requirements to be a civilization, where you will then win the game. The player will have to balance both technological advancements with warfare between tribes. Conquest won't necessarily lead to victory as the goal is not to destroy the other tribes but to out develop them.

Advertising Blurb

Take the reigns as you guide your tribe to become the worlds first civilization. Advance through the age of stone and rise into the future. Watch out as you're not alone, other tribes have seen your ambitions and wish to beat you to it. Make war or peace with your enemies but keep your knowledge in mind, you must come out on top. Research technologies and develop your settlement to become the greatest in the land.

The land is yours to claim, make your mark and guide your people into a new dawn. Take risks and manage your tribe, develop your resources for a grand expansion of humanity. Adventure awaits, are you brave enough to light the Fire of Civilization?

Design Pillars
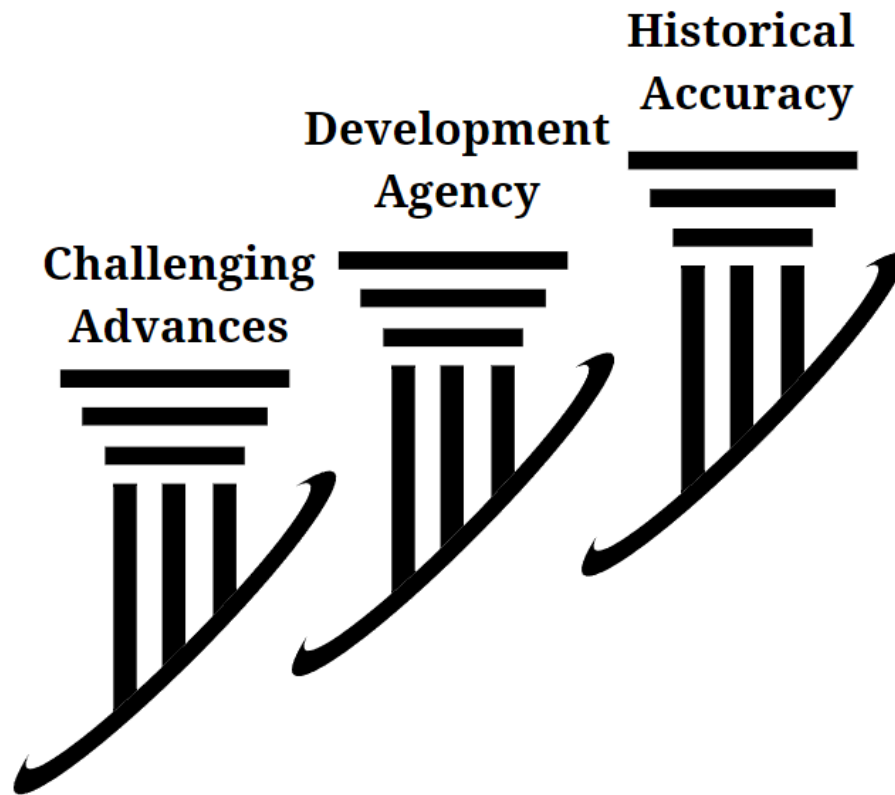
Challenging Advances is how the game will scale as time goes on. R2C will increase in difficulty quickly as the game progresses through technological advancements, as once a tribe gets an advancement they will then be ahead of the others. However, R2C won't make the game too easy if one player gets too far ahead as they will gain other issues to balance.

Development Agency is how the player will be able to progress. They will have complete freedom over what style of play this wish to take and how they run their settlement. This means they could focus on either influence or by increasing the size of their settlement.

Historical Accuracy is a major aim of R2C, this is because a lot of strategy games sacrifice historical accuracy and realism in order to make the game more fun. The focus is the present as much accurate information to the player whilst also giving a fun experience throughout.

Core Loop

The core gameplay follows a similar design to that of a standard RTS game. It takes the main influence from 4X games and changes the style of play to a slightly altered form.

Instead of being Explore, Expand, Exploit, and Exterminate it is changed to **Explore**, **Gather**, **Influence**, and **Develop**.

Exploration is the same as any other strategy game as the player needs to explore around the map to find resources and enemies.

Gathering is the general collection of resources and is similar to exploitation from 4X games. This can be from either the environment, settlements, or other player.

Influence is where the player can control other tribes and have an effect on what occurs politically.

Development is the building and construction of the players tribe as well as the technological improvements which the player goes under.
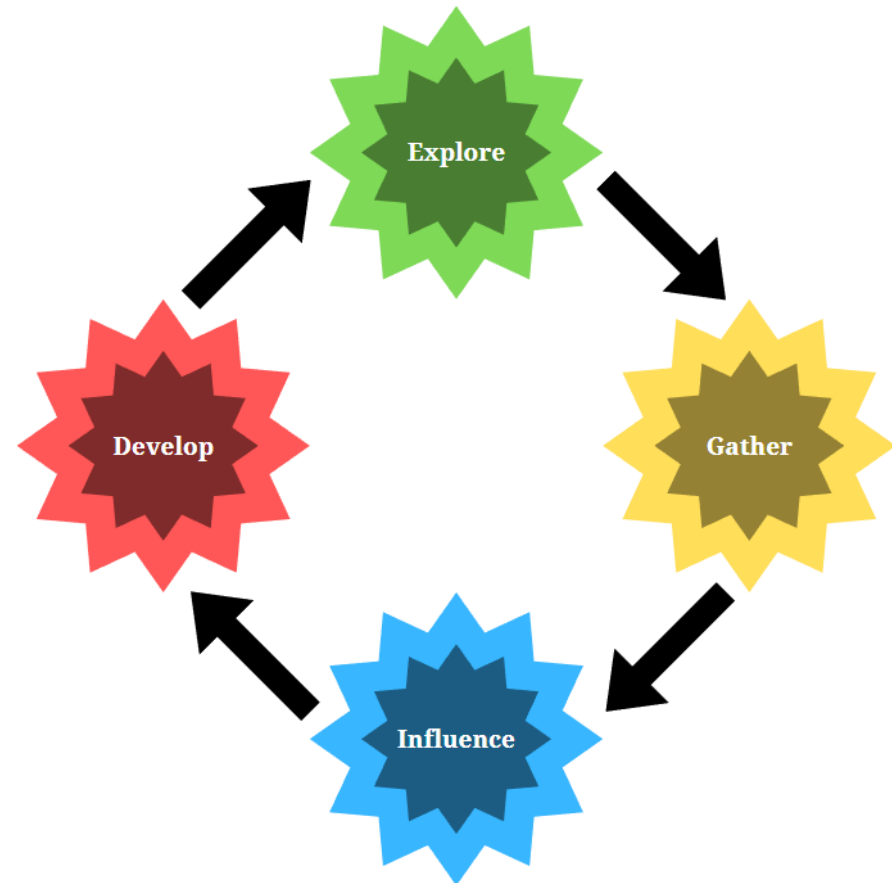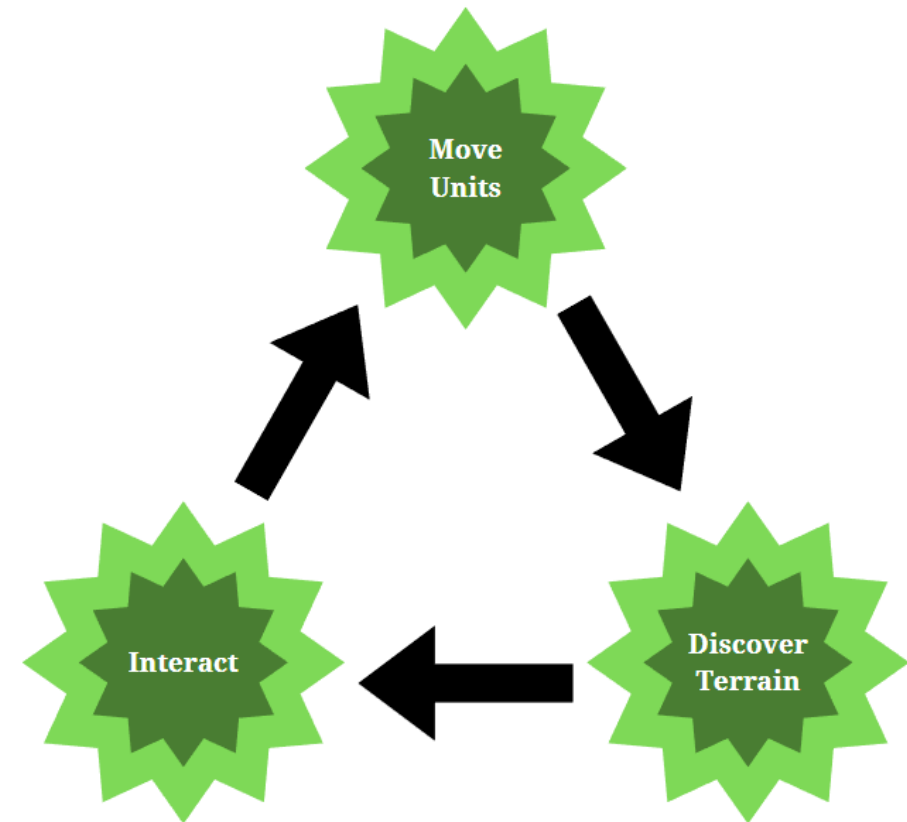
Core Loop Breakdown - Explore

Exploration involves the players incentives to actively go out and explore the nearby areas rather than taking a more isolationist approach in an attempt to rush development.

Moving Units will take most of the players discovery time. Each unit will have a different move speed which controls how long it takes them to get from hex to hex.

Discovering Terrain occurs with a fog of war which will show the base terrain but not what's there until they actively move there. Certain types of terrain will provide extra visibility range for units to see.

Interacting with the environment will occur every time they discover new terrains. There will be random environmental effects which can affect units and nearby settlements. Specific units will have environmental bonuses.
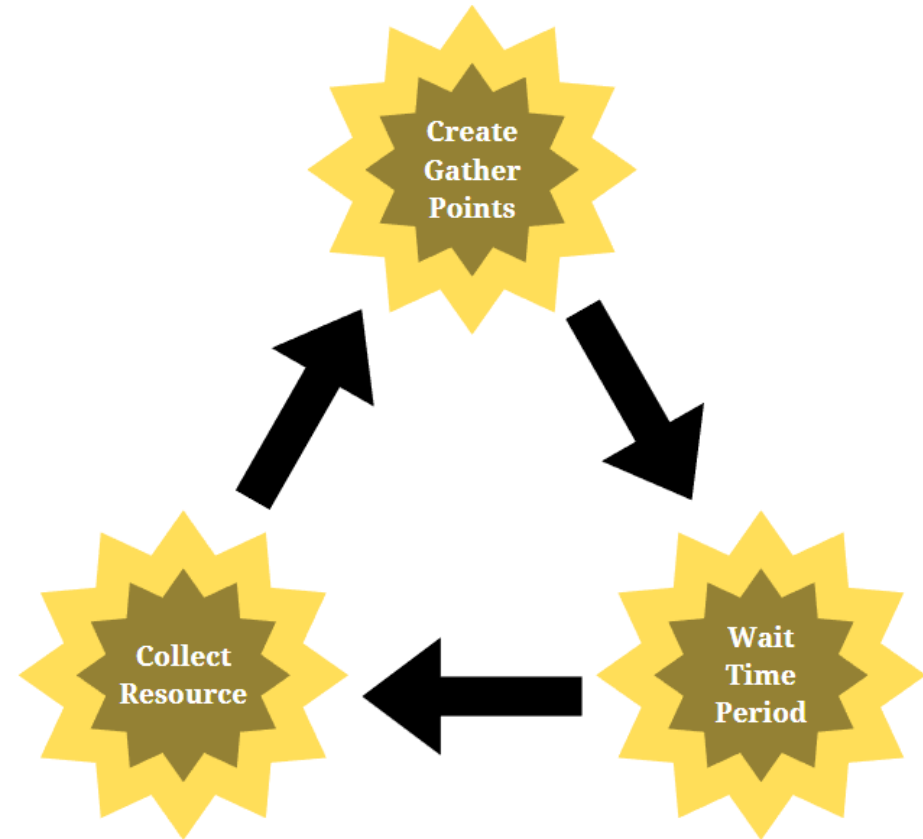
Core Loop Breakdown - Gather

The gathering of resources is necessary for the player to be able to advance as a settlement. Harvesting of resources will require the player to put some extraction in place.

Creating Gather Points is where the player is able to identify a resource and send gatherers to go to collect the resource. Some resources will need a specific development in order to collect.

Waiting A Period of Time is required as this is how the gatherer collects the resource from the gather point. Some resources will take longer to gather than others and a few will be seasonally available.

Collecting Resources from the collection points will be available after waiting. Most resources will be automatically gathered by a gatherer if one is present. If resources are left unattended another tribe can steal the resource for themselves.
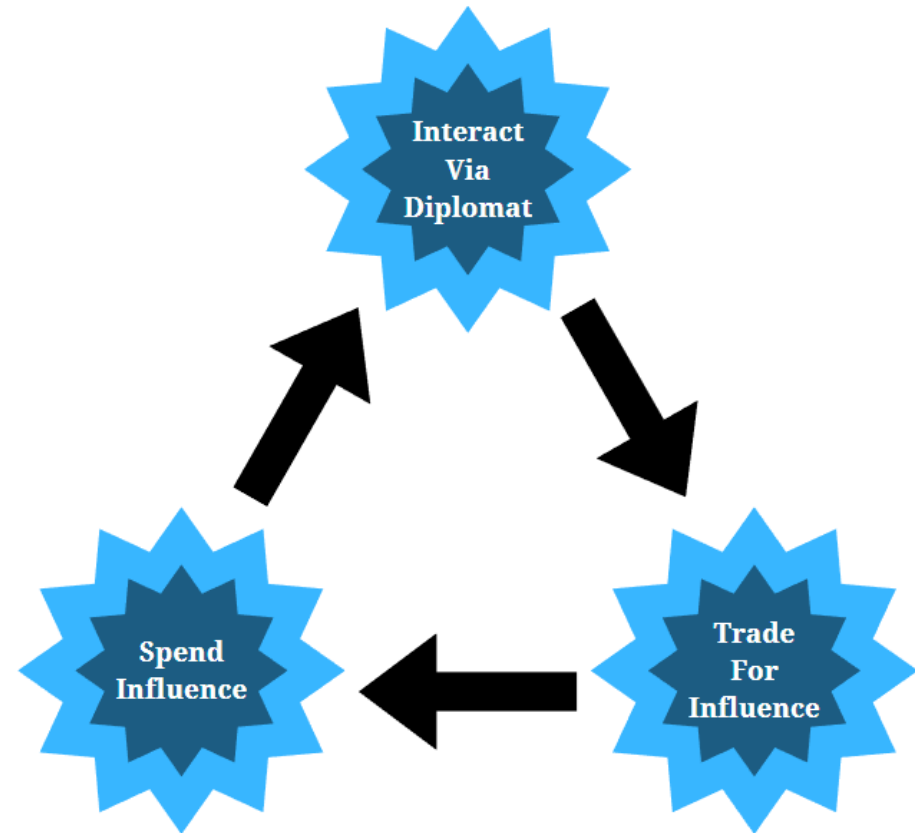
Core Loop Breakdown - Influence

Diplomacy takes a different turn compared to other games. There are no alliances and no pacts, there is only influence. Influence is the direct and indirect control the player has over another tribe or a faction in your own tribe.

Interacting Via Diplomacy is possible once another tribe has been discovered or when a faction forms. The two types of influence are internal and external, if both are left unchecked it can lead to serious effects.

Trading for Influence is how the player is able to later control other tribes. You can earn influence by trading with another tribe, you're able to trade your resources for influence points. Other tribes can gain influence through trading with your tribe.

Spending Influence is available once the player reaches a certain level of technological advancement. Influence points can then be used to cause internal issues within the target tribe.

Core Loop Breakdown - Develop

Development consists of the building and upgrading of the players settlement. It includes the creating of different structures which can benefit your settlement in a range of different aspects.

Creating Buildings is the construction of different buildings in the players settlement. Every building will need a specific number of resources, and some will differ depending on the structure type.

Upgrading Buildings requires the player to spend further resources to make their buildings stronger. As time progresses the player can make some buildings redundant through the merging of structures. Upgrading time relates to the number of builders assigned.

Increasing Output is accomplished once the player has made the necessary upgrades. The buildings output will be increased dependant on its level. Some buildings will make unit creation cheaper.
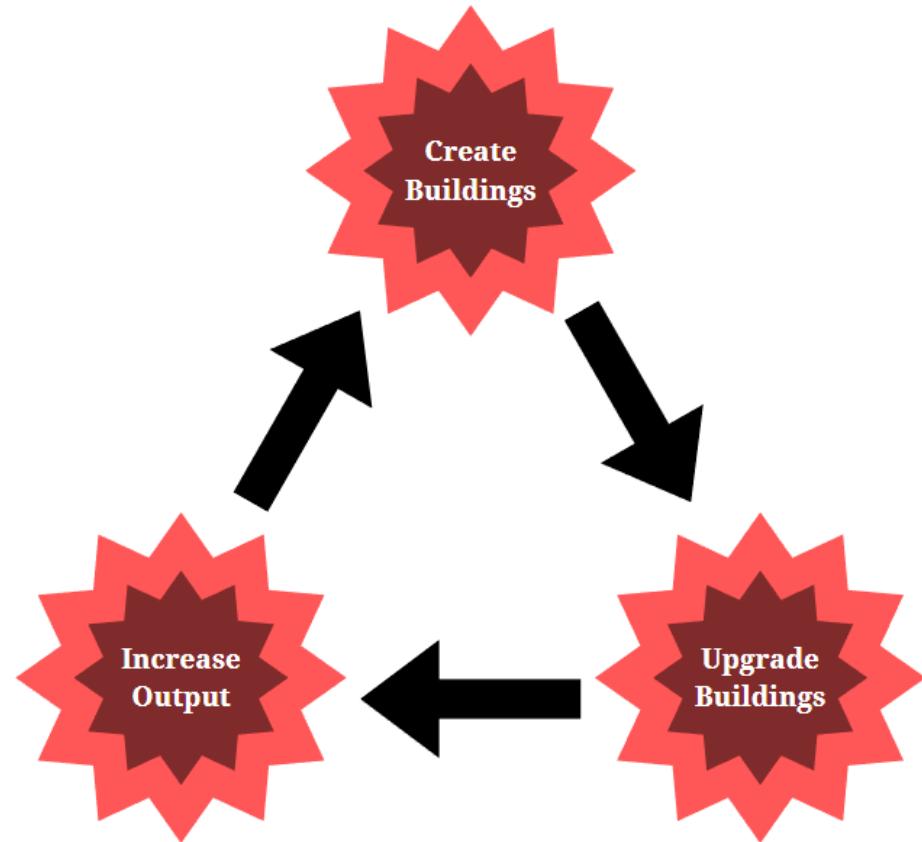
Meta Loop - Researching

Researching is a free action the player is able to undertake, however they will need to wait a select period of time in order to get their research.

Choosing Research is available at the start of the game and once the player has finished previous research. They can choose from any of the research they have available in their research tree. Each research will provide a certain bonus, unit, or building.

Waiting Turns will be dependant on how long each research will take. Some research will take longer than others the further into the game the player gets.

Unlocking New Research becomes available once the player has finished researching the previous research. As the game progresses, some research will require more than one previous research to start.
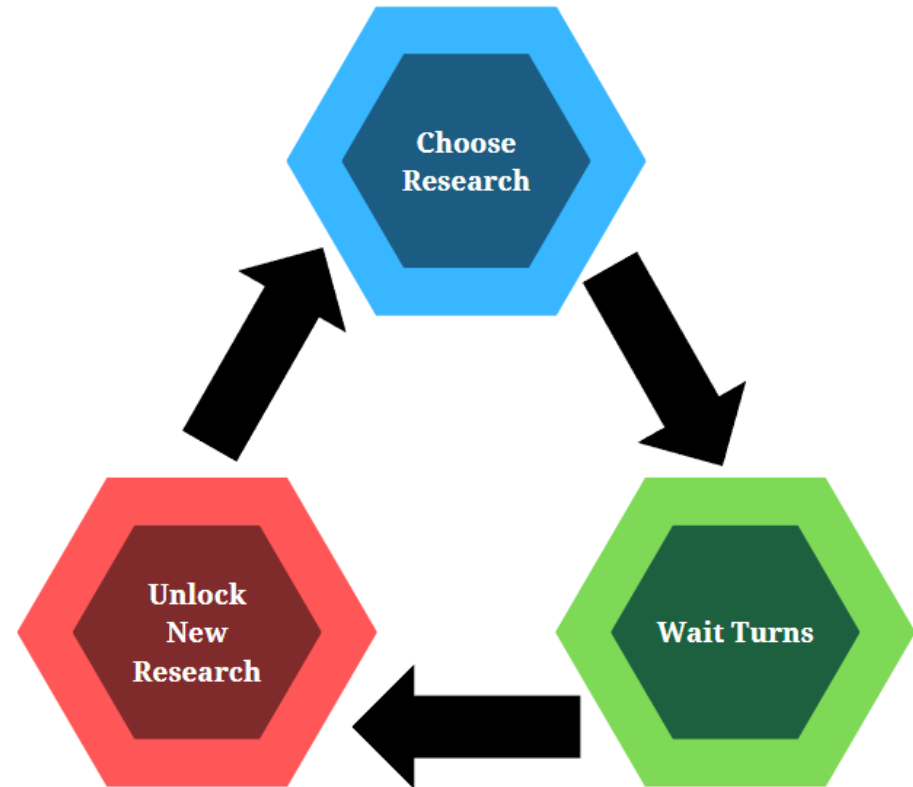
Meta Loop – Warfare

Warfare can be both offensive and defensive as some players can take a different approach to how they deal with enemies. Warfare also isn't completely necessary as there is always the option to stay in isolation.

Selecting Units is doable by choosing a hex which has a unit on. The player will be able to highlight multiple units at one time.

Moving Units is relative to the number of spaces they can move in one turn. Only one unit can be in a hex at one time so the player can expend one of the movement hexes to swap places with an adjacent unit.

Attacking an Enemy can be done by any unit the player has next to an enemy, unless they are ranged in which case when they are in range, which will then compete against the units' attack and defence. This is influenced by the terrain and any unit modifiers.
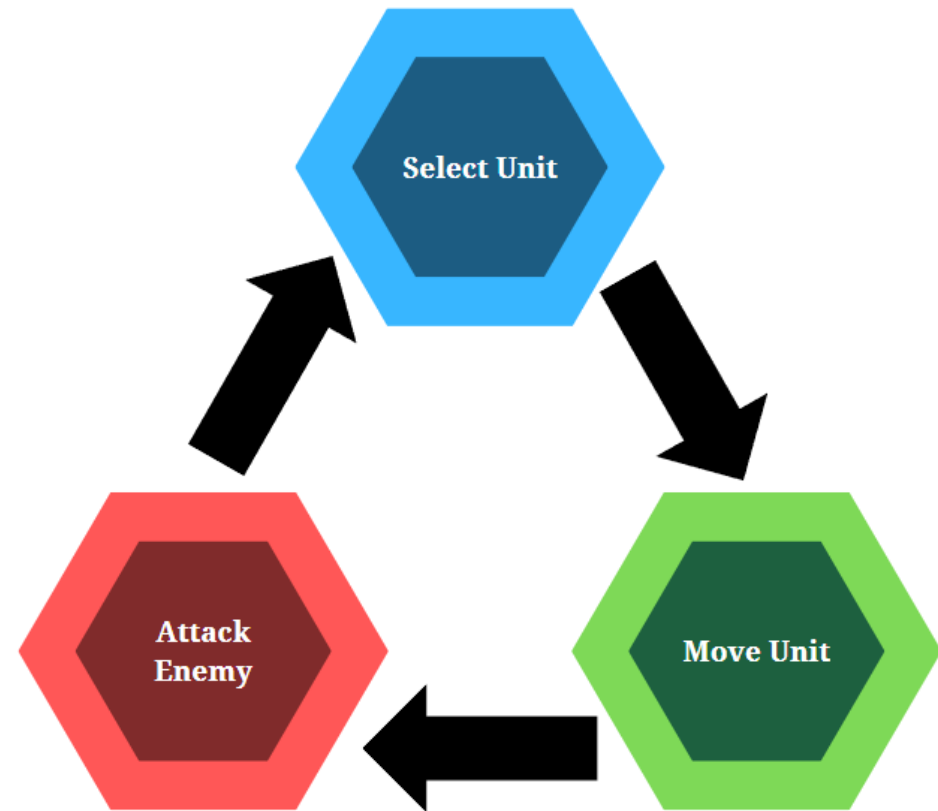
Compulsion Loop

The player will be kept interested in the game through the ability to unlock new tribes as well as different game modes. They will then be able to experience the game using these unlocks.

Earning Experience can be done by playing the game in either singleplayer or multiplayer. The player can earn more experience from winning and earning trophies.

Levelling Up is achieved once the player reaches a certain experience goal. They then gain a level point which they can then spend on an unlockable in the shop.

Spend Levels in the shop which allow you to unlock new tribes which can be played and new game modes which the player can enjoy.

Earn Experience

Level Up

Spend Levels
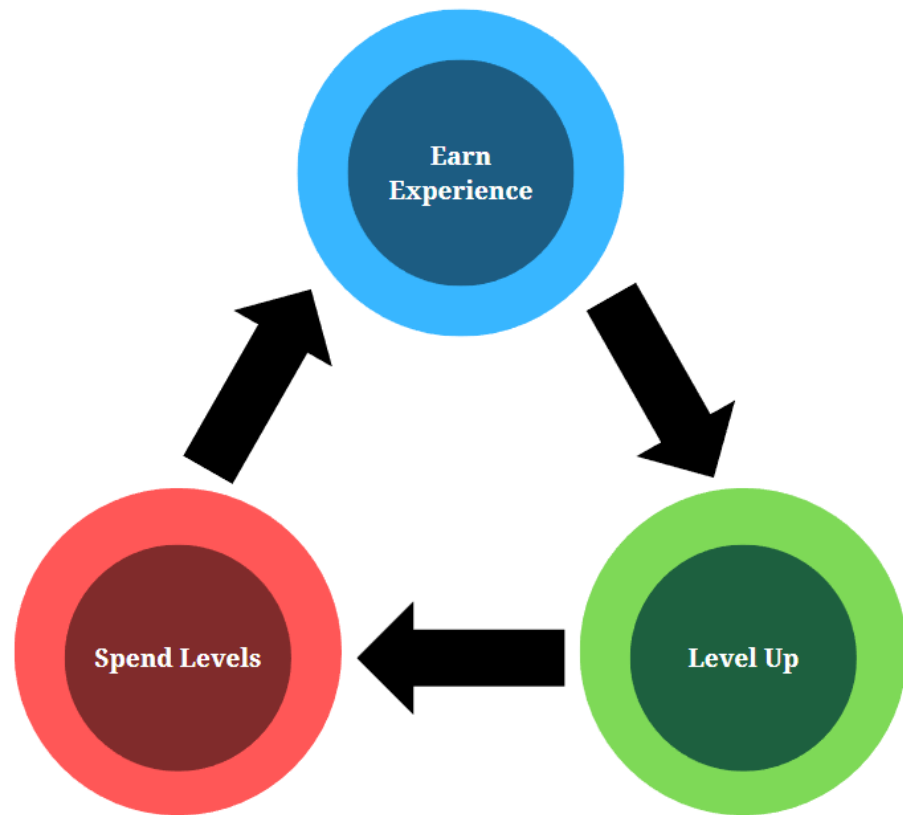
__Mechanics__

Due to the nature of R2C being a strategy game, it is quite mechanically intensive compared to other games. For that reason, the mechanics have been split into a list of different sections.

The sections are as follows:
- World Mechanics (WM)
- Resource Mechanics (RM)
- Settlement Mechanics (SM)
- Unit Mechanics (UM)
- Technology Mechanics (TM)

World Mechanics
The world mechanics section is the section dedicated to the generation of the world and the terrain. It also includes the fog of war and terrain effects/bonuses.

WM - World Generation
The main world which R2C is played on is a hex grid which is randomly generated at the start of every game. This works by creating a number of hex grids that are then spaced out according to the size and scale of the hexes.

When generated, each hex will be assigned a random height from 1 to 10 which is then referenced for the terrain of each hex. Hexes will be designed so that there is always access to all areas of the map, which includes stopping impassable terrain (such as mountains) from blocking one tribe off from the rest.

This generation also determines where the player and other tribes would have their first settlement spawn. The settlement could be randomly spawned anywhere between height 4 – 6 on the hex heights, this relates to terrain.

[Please see next page for example]

An example generated grid would look similar to this:
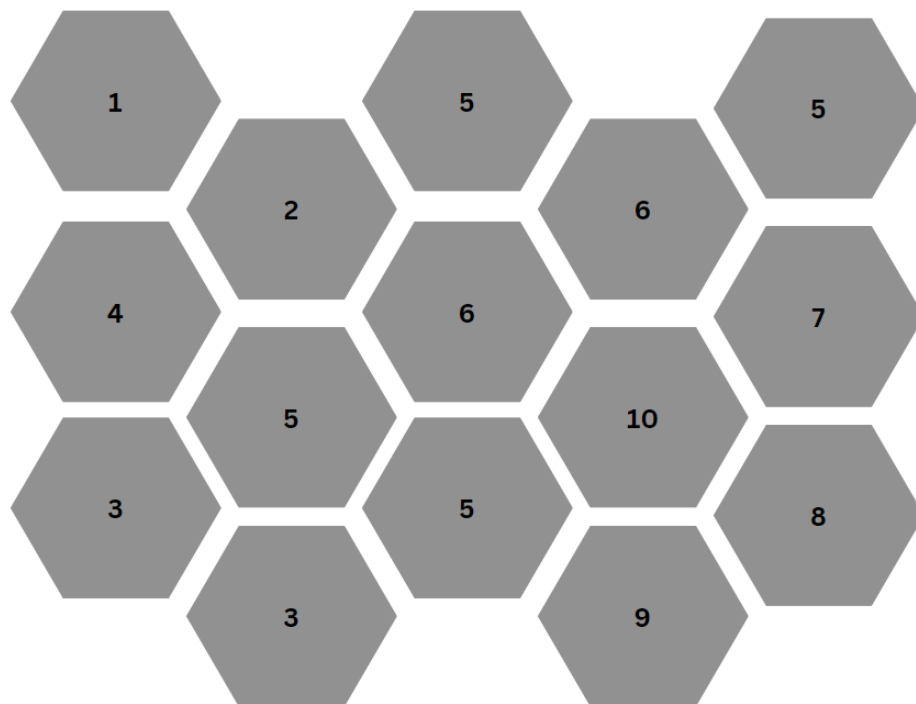
For simplicity each hex has been assigned a number to represent its height relative to the 1 to 10 scale.

WM – Environment & Terrain
Once the world's size and heightmap have been generated the game can then allocate terrain to the relevant hexes, based on height. Each terrain will give certain bonuses/effects to both settlement buildings and units. Resource generation also is decided based on the terrain.

The type of terrain the hex is given is based off this table:

Height	Terrain
1	Deep Water
2-3	Shallow Water
4	Beach/Marsh
5-6	Plains/Desert/Tundra
7-8	Hills
9	Steep Cliffs
10	Mountains

Once the terrain is allocated by height, it then needs to decide the terrains environment which is done in a similar method to before. It takes the table then selects one of the different options making sure that there is at least three of the same within 3 adjacent hexes.

This would cause the terrain to be selected from the environment table. The environment table contains the different types of environments which the terrain allocated could be, in order to make the game fair the game is more likely to have plains.

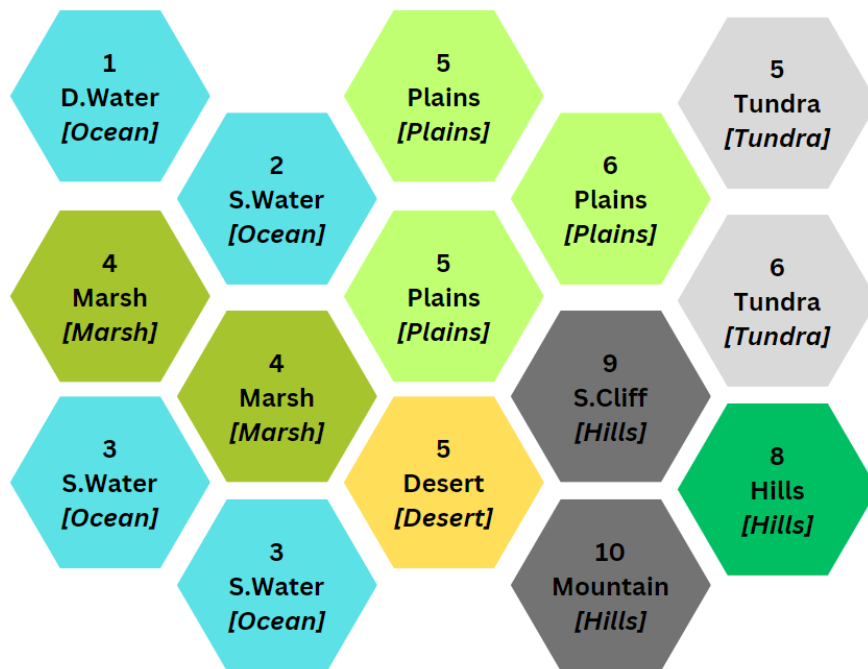| Chance	Environment
50%	Plains
12%	Tundra
10%	Desert
10%	Marsh
6%	Valley
12%	Hills (incl. Mountains)
Any Water	Ocean

The environment grid could look like this:

Once the environment is selected then the actual terrain is given to the hex which gives the final map.

[Please see next page for example]

The final map would then look like this:

WM – Terrain Effects

As stated before, each terrain will provide a different set of effects that can alter settlement structures as well as different units. Each terrain is split up with it displaying both its structure and unit effects.

Terrain	Structure Effect (Lumber)	Unit Effect (Scout)
Deep Water	Cannot Build Here	Cannot Move Here
Shallow Water	Cannot Build Here	-3 movement
Beach	No Effect	No Effect
Marsh	+1 Wood	-1 movement
Plains	No Effect	+2 movement
Desert	-1 Wood	+1 movement
Tundra	+2 Wood	No Effect
Hills	No Effect	-1 movement
Steep Cliffs	Cannot Build Here	-4 movement
Mountains	Cannot Build Here	Cannot Move Here

Unit and Structure Effects are examples from the Lumber structure and Scout unit.

These terrain effects can change the way the player will need to build their settlement as well as how they will move their units during play. Not all buildings or units will gain these effects.

WM – Fog of War

When the world has been generated a fog of war (FoW) will be placed upon the map so that they can't see other units. Unlike other fog of wars, R2C's fog of war still shows the terrain as a rough knowledge the tribe would have of their surroundings. However, it will not display other tribes, other units, or terrain effects which are scattered around the map, that will require a unit to be present.

FoW would look something like this:

When structures are created, they will have a standard range for FoW, this is the same with units and this allows the player to set up outposts to see the other tribes.

Once that is done the world has been fully generated and have resources and structures added to it.

Resource Mechanics

Resource Mechanics are the mechanics which are based on the collection and selection of resources. This includes the generation of resources, resource types, gathering of resources.

RM – Resource Generation & Types

When the map has been fully generated the game can assign resources around the map for the tribes to collect. Resources will be balanced randomly based on the terrain generation; this means that some areas will be much more resource rich than other. However, to make sure the game is still fair to all the tribes, a minimum of one of every base resource is available nearby the tribal settlement.

The basic resources that can be collected are:

Resource	Rarity
Wood	Common
Stone	Common
Wheat	Common
Meat	Uncommon
Metal	Rare
Obsidian	Rare

Every resource has a rarity for how common they are to spawn around the world. Common rarity resources are the resources that are needed a lot in construction of structures and the production of units. The rarer the resource, the further advanced the settlement needs to be in order to harvest it.

Due to the setting of the game, gold isn't a usable resource for currency as it hadn't been properly dug up for financial worth, this is where obsidian comes in as a form of harvestable currency as there is proof of Neolithic trade of obsidian from Turkey into Bulgaria and Romania. Metal was also rare at this time with mostly stone tools being used by the people.

From the rarity, the resources would then be scattered around the map to make an even number of resources to be collected by every tribe.

RM – Gathering Resources

Resources are gathered by gatherer units which are produced in turn by the settlement or by specific resource structures built by builders. At the start of the game the player will receive one gather who they can send out to collect resources. When they have advanced enough through their research, they can then send a builder out to construct a collection building on the resource to save having to have a gatherer there all the time.

Gatherer units will collect a resource equivalent to their technological advancement as well as the season in which the world is currently in. Some resources, primarily food, become scarcer during seasons such as winter but more plentiful in seasons such as summer.

Here is an example of the resources and their standard gather times with amounts (using a gatherer):

Resource	Every Turn	Amount
Wood	2 Turns	3 Wood
Stone	2 Turns	2 Stone
Wheat	4 Turns	5 Wheat
Meat	6 Turns	3 Meat
Metal	4 Turns	2 Metal
Obsidian	1 Turn	2 Obsidian

As technology improves the number of resources gathered increases and the time taken to gather decreases to a minimum of 1 turn to gather.

RM – Seasons

Seasons are important for the collection of resources as it determines what resources are available and which resources take longer to collect. Seasons makes the way play occurs to change as stockpiling is encouraged and trading becomes riskier. The player can use the seasons as a way to try and outplay the other tribes by pre-emptively preparing for seasons where resources are scarcer.

 The game will progress through the seasons every 8-12 turns in a standard game which gives the tribes enough time to make a use of every season effectively. The number of turns vary each cycle to make it more realistic to weather changes and to make strategy become a key factor in gathering.

The seasons could look like this:

Season	Number of Turns	Disabled Resources
Spring	8	None
Summer	11	None
Autumn	9	Wheat
Winter	10	Wheat, Meat

The primary resources to get disabled are food sources which can be used to increase the settlement size and to also produce new units. Without food the settlement would become stagnant in growth or might even start shrinking.

Settlement Mechanics

All of these mechanics refer to the overlooking, growth, and development of the tribes. This also includes tribe bonuses which give each tribe some form of edge to work with during play.

SM – Tribes

Before the game begins the player will be given the option of what tribe they want to play. These tribes are based off actual Babylonian tribes/peoples but have been given more gameplay-oriented bonuses.

Tribe	Bonus
Sumerians	+20% unit attack damage
Assyrians	+20% unit defence
Akkadians	+20% research speed
Babylonians	+20% build speed
Eastern Hunter-Gatherers (EHGs)	+20% gather speed
Caucus Hunter-Gatherers (CHGs)	+20% movement in hills or higher

The player will be able to select from these tribes and the rest will be handed to the Ais. From there the player can use their tribe accordingly. Besides the tribal bonus, all of the tribes have no differences between them. To balance the game effectively, all of the tribes have a flat 20% bonus at the start which can be increased at the players improve their tribe's technology.

SM – Settlement Buildings

The player can build up their settlement using a range of different buildings which are available through different stages of the game. In order to build these buildings, they require a set number of resources and access to at least one builder to start the construction.

Here's a small list of some of the starting buildings which the player can build:

Name	Cost	Effect
Warrior Hut	2 Wood, 3 Stone, 2 Meat	Can train warriors
Food Store	4 Wood, 2 Stone	Increase food storage
Watch Tower	3 Wood, 2 Stone, 1 Meat	Gives a +2 range to FoW
Gather Point	1 Wood, 1 Stone,	Allows auto gathering

These buildings can be constructed by the player selecting a hex tile adjacent to their settlement (for most structures) and then choosing the structure they want to build. Once they've chosen a builder will be assigned to the building works, if a builder is not available then it will be added to a queue until a builder is available. Whilst a builder isn't building, the area will be displayed with a construction framework which stops other buildings from being built there.

A few buildings, such as the watch tower and gather point, can be built at any point in the map (except within 2 hexes of another tribe). These buildings require a builder to go out to the location and move the resources to the location. Once these buildings are constructed, they will be assigned a health value.

SM – Settlement Influence (Internal)

Internal influence is the management of the player's own tribe. Once the player has unlocked the Civil Research, they will be able to start to spend their influence on both internal and external matters.

Focusing on internal influence, the player will have to defend themselves against other tribes trying to cause chaos in the tribe. Influence is gained through the trading of resources with other tribes, this can then be spent to defend against internal attacks from the other tribes.

If the player lets the internal influence get too low, there could be major negatives to the players tribe. For example, they could suddenly have a resurgence of another tribe which the player had previously destroyed, or a new settlement could defer to another tribe entirely.

Here is an example of what the levels of internal influence can cause:

Level of Influence	Effect
+10	Tribal bonus x2
+5	All gathering +10%
+2	Research speed +15%
0	None
-2	Gathering Speed -5%
-5	Hostile influence cost -30%
-10	Random Rebellion

It's important to make sure that the balance of internal influence is kept in check otherwise the tribe will go down a steep slope to failure.

After a rebellion has occurred the level of influence will instantly return to 0 and they will be immune from internal issues for a minimum of 3 turns.

Internal influence can still be affected by other tribes even if the player doesn't have the Civil Research unlocked.

SM – Settlement Influence (External)

External influence is almost identical to internal influence however the price to cause altering effects is much higher than if you were spending it internally.

The player can potentially rush the Civil Research in order to try and destroy the other tribes from within and hold them back.

Below is a comparison example of the cost for influence actions:

Effect	Internal Cost	External Cost
Increase Influence	10 Influence	20 Influence
Decrease Influence	15 Influence	30 Influence
Embargo*	N/A	60 Influence

An Embargo will stop all influence gain and trade from another tribe for 5 turns

Influence can be used to increase and decrease both other peoples internal influence as well as their own internal influence. This can be done to try to slide by as a weaker tribe and not as much of a threat.

Unit Mechanics

Unit Mechanics looks into the design and movement of units. It also dives into how battles occur in the game. Units are the cornerstone of expansion and are necessary for both defence and offence.

UM – Unit Types

There are a few different units which are available to build in R2C. Each unit aims to fulfil one of four main goals: Gathering, Construction, Offence, and Defence. Some units are better than others when it comes to one of these roles.

Here's a list of some example units:

Name	Health	Attack	Defence
Scout	2	1	1
Warrior	3	2	2
Slinger	2	3	1
Gatherer	1	0	1

This is just a short list of some of the units which are available, a more detailed list can be found in Numeric Design.

A unit can be built in the tribes' settlement, with some needing further research and buildings to create. The player will be able to spend a collection of resources to make these units and will need to wait until the next turn before they can use these units.

UM – Unit Movement

Each unit can move on the hex grid map, some will be faster than others and be able to move more spaces in one turn. The unit will calculate the fastest route it can make to the space which the player wants them to move to, this can be found out by selecting the unit and hovering over the hexes the player wants to move the unit to.

Some units will be limited on movement through specific terrain due to the terrain effects which are added to the unit if they pass through. The player can either choose to continue through the terrain or potentially find another route around it to save movement.

Here is a quick example of how movement would be calculated:
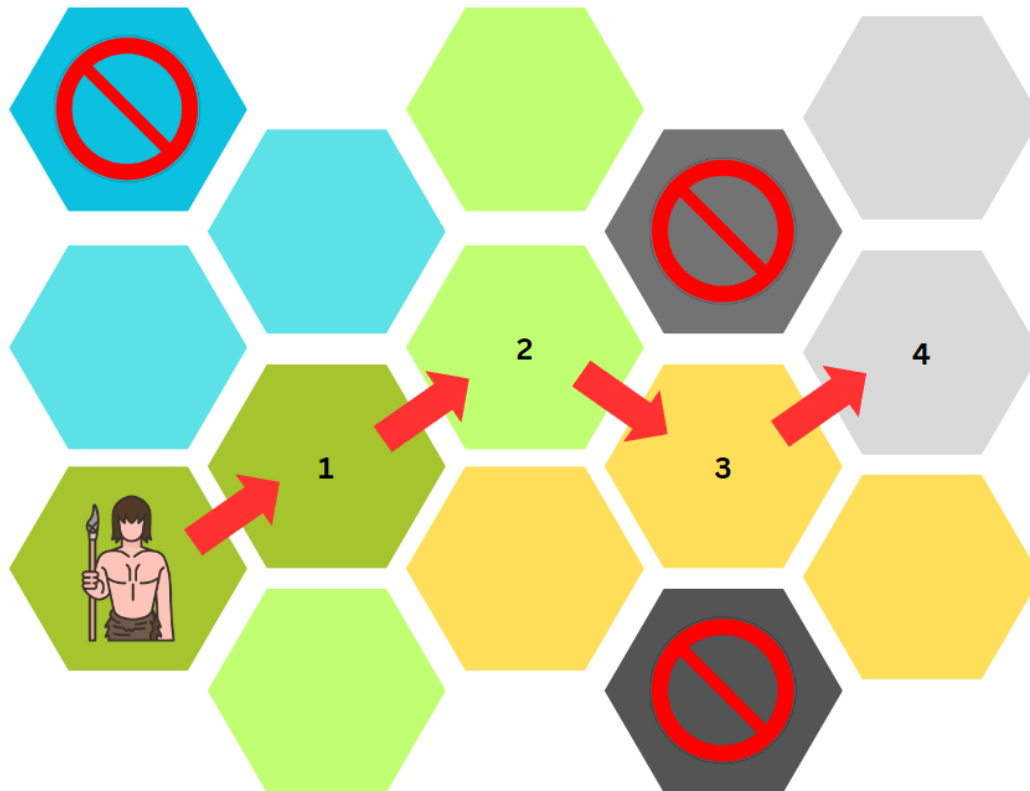
The unit will try to take the quickest route possible based on the number of hexes it can move that turn whilst also calculating the fastest direct route unless blocked.

UM – Unit FoW

As discussed before in the FoW section, every unit will be able to see a different distance into the FoW. This is both effected by the unit as well as the terrain which the unit is based on. Other factors such as research can also affect the range which a unit can see.

Every turn the player will be notified if a unit passes into the vision of one of their units from the FoW, they will be able to see the rough direction before returning to normal FoW.

Most units have the standard FoW range of 2 hexes except for the Scout, Rider and Assassin units which all have different ranges.

Unit	FoW Range
Scout	4
Rider	3
Assassin	3

The player can use the range of the FoW to potentially scout out other tribes before being discovered. This gives them the agency to take either a slow approach or diplomatic direction when interacting with the other tribes.

UM – Battles

Battles are very simple and primarily rely on the attack and defence statistics of each unit to work out what damage is done. Some terrains and research will give bonuses to the attack and defence of some units.

In a battle the attacker will use their attack stat whilst the defender will use their defence stat. Both will deal damage to each other with the attacker using their attack on the defender's health and vice versa using the defence stat.
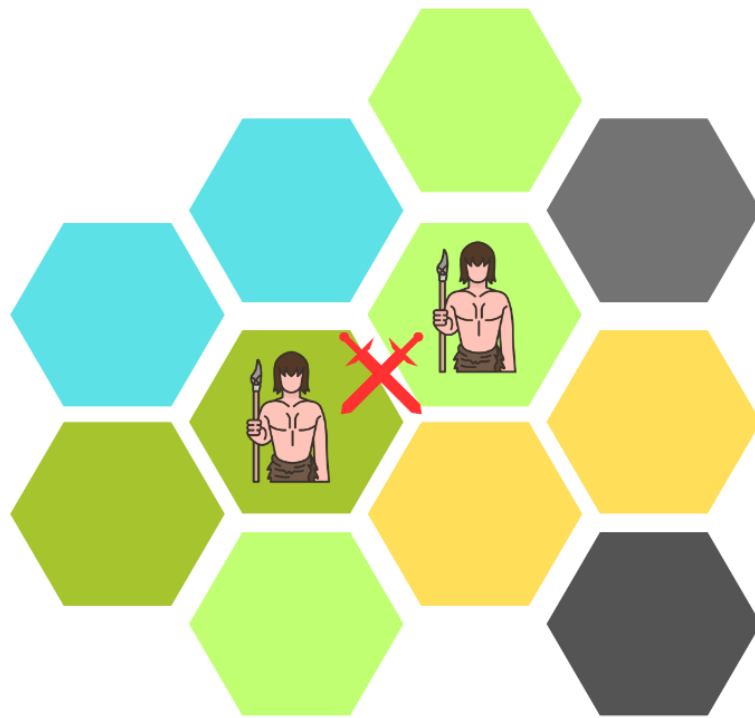
The units would need to be in range of each other to inflict the damage, so some units with a larger range could gain a strategic advantage.

Units will die if they run out of health, this opens up their hex for another unit to move into and occupy.

Technology Mechanics

The technology mechanics solely includes the research tree and the bonuses which the player receives from them.

Through out the game the player will be able to choose from a list of research options with the end goal of reaching the Civilization Research which allows them to win the game.

Research speed is dependent on buildings and tribal bonuses, with some giving greater bonuses than others. The further the player gets through, the longer and stronger the research options will be. Every advancement will unlock either a new bonus, unit, or building the player can use.

Unlike other games, the research tree is based off achieving a certain number research in one area to advance. This means players can't instantly rush to the end game research and win the game too quickly.

Here is some example research which can be researched throughout the game:

Name	Level	Time	Effect	Prerequisite
Timber Harvest	1	3 Turns	Wood output x2	None
New Fires	1	2 Turns	Food Storage +10	None
Masonry	2	5 Turns	Stone output x3	2x Lvl 1
Civil Research	2	8 Turns	Influence Unlock	2x Lvl 1
Animal Domestic	3	8 Turns	Cows & Horses	2x Lvl 2
Metal Works	3	12 Turns	Allows metal	2x Lvl 2
Civilization	4	15 Turns	Win Game	2x Lvl 3

'Ten Minutes of Play'

The first ten minutes of play can be quite varied dependant on the strategy the player decides to take. A standard overview is written below to give an example of what a normal playthrough would look like.

Early Game

At the start of the game the player would have one scout unit, one builder, and one gather which they can send to complete tasks. They will search the nearby environment to find what resources are scattered around their settlement. The builder will be able to either construct a gathering point, dependant on resource, and can send the gatherer to man a gathering point. At the same time, they can start making more units from their settlement and also choose research they wish to pursue. The player should be planning their strategy and should feel a mix of aspiration and hope.

Mid Game

In the mid game time frame, the player would have a decent sized settlement and a fair but not overly large amount of research completed. The player would be in contact with most if not all of the other tribes on the map. Trade should be underway between different tribes and influence will be gained. The players settlement would begin to experience internal influence which has to be balance. Resources would be completely claimed starting a need for resource competition. The player should begin to feel more competitive and closed in compared to before, giving a desire to start conflicts with other tribes.

Late Game

When the player reaches the late game stages, they should now have a well sized settlement with a range of different buildings surrounding it. Their intake of resources will be a lot higher which allows more construction of buildings and units respectively. Due to the limitation of resource gathering points the player should be, at least, should be engaged in skirmishes or all out conflict with other tribes. The player will have to use their resources wisely as they balance more sophisticated research and their units. At this point in the game, the player should feel aggressive and strategic with the prospects of winning nearby.

<u>Aesthetics</u>

Aesthetically, R2C takes influence from games such as *Civilization 6* (Firaxis Games, 2016) and *Horizon Zero Dawn* (Guerilla Games, 2017). In terms of overall visuals and styles, R2C takes the most inspiration from *Civilization 6* and other hex based strategy games as it uses a similar hex grid board and interactive design.

Civilization 6 Map – Credit: Game Rant

In terms of HUD design, it will be very minimalistic but will appear more when the player selects either a tile, unit, or settlement. Research, production, and unit numbers will be available through small icons on the page.

For audio, the game will have very atmospheric sound effects which relate to the standards of woodlands, tundra, deserts, valleys, and mountains. The noises of units would be a zero vocal style but more of grunts, and various animal noises dependant on the unit.

Because of all these aesthetics the player should be able to get a simple yet very immersive interaction with the environment. It should make them feel more comfortable with an easy-to-understand play area, it will also give a sense of being in a sandbox environment that gives them the agency to do as they want in the game which links back to one of the games main principles.

Story & Plot

Setting
The setting of R2C is in the Neolithic Age, more specifically around 1900 BCE at the dawn of the Babylonian civilization, where tribes have started to come together and create settlements instead of a nomadic lifestyle. Irrigation and farming became a decisive factor in the creation of civilization as it allowed settlements to stay in one place and harvest food.

The player plays as one of these ex-nomadic tribes and advances through the neolithic age until they have become or out run by the first civilization. Each tribe will be roughly based on a historical tribe/settlement from the Babylonian region of Mesopotamia.

Plot
The player is the chief of a fresh tribe that has recently settled in the valley region of Mesopotamia and the Caucasus mountains. They have discovered that they are not the only ones to decided to settle down and begin expanding. Feeling threatened the tribes will fight it out to see who will become the first civilization, whether that be achieved through the brutal conquest of the others or by who is the most technologically advanced.

As the settlements grow the relationships between each tribe evolves, some may take a more friendly approach whilst others will turn to expansionism to achieve their goals. Tribes start to face off against each other directly attack one another whilst others step in and exploit the opportunity.

In the end only one tribe reaches civilization, and the others are either subjugated and incorporated into the new civilization or are left as dust in the pages of history.

Sample Stages (Levels)

Early Game

In the early game, the map will look quite open as not much has been built and the new terrain is just freshly explored.

The resources have been discovered yet they aren't being gathered yet. This is due to the player's gatherer and builder not being in the area.

Different terrains cause the player to traverse around them, such as water which is impassable till later.

The player's settlement is only one tile big and has the basic level of production.

The basic unit will move around the map revealing more areas (unmarked hex space above and below example)

KEY

- Plains
- Desert
- Water
- Mountain
- Cliff/Hill
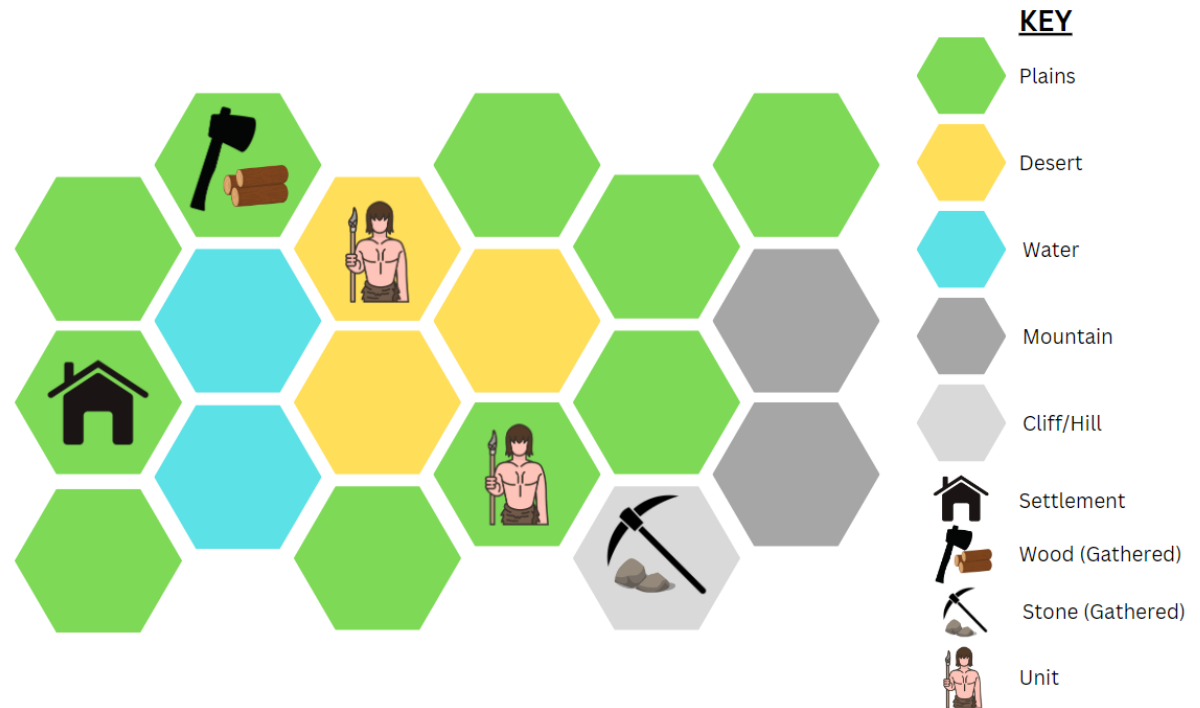- Settlement
- Wood
- Stone
- Unit
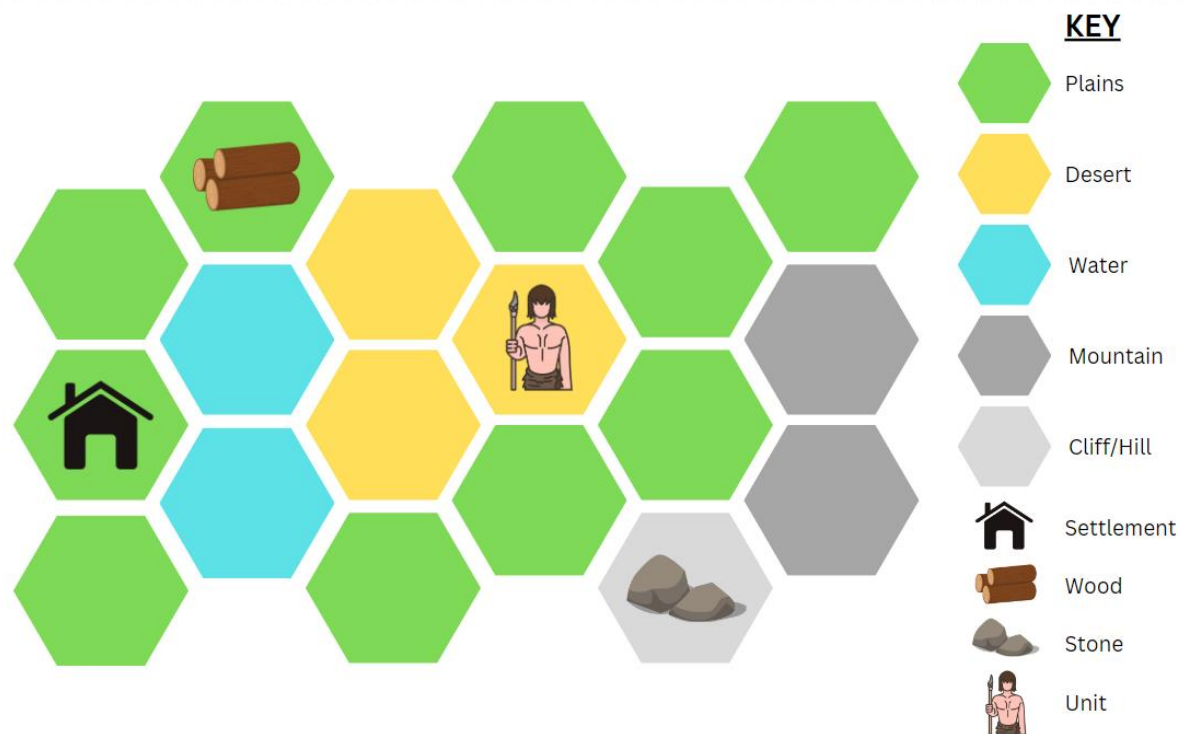
Mid Game

At a mid-game point, the map becomes a bit more populated with resources being gathered by the gather units and more military units being produced.

The settlement is still small, however with the introduction of more resources the settlement will be able to expand more.

Military units populate areas close by to resources to ensure they are protected from other tribes.

Research will have reached a relatively developed stage where more structures are buildable going into the future.

Other settlements nearby can expand themselves by building into the adjacent tiles.

KEY

Plains

Desert

Water

Mountain

Cliff/Hill

Settlement

Wood (Gathered)

Stone (Gathered)

Unit

Late Game

In the late stage of the game, the map has become more populated with both buildings and tribes.

As tribes expand, the settlements slowly get closer and closer together making hostile actions easier between tribes.

New buildings such as the research structure have been built after the completion of some further research.

Tribes will now begin to outgrow the supplies available, causing more trade between tribes and possible internal/external conflict to arise.

Most tribes will be close to civilization and will have access to spend their gained influence to cause problems in other tribes.

KEY

- Plains
- Desert
- Water
- Mountain
- Cliff/Hill
- Settlement
- Settlement (Enemy)
- Settlement Research
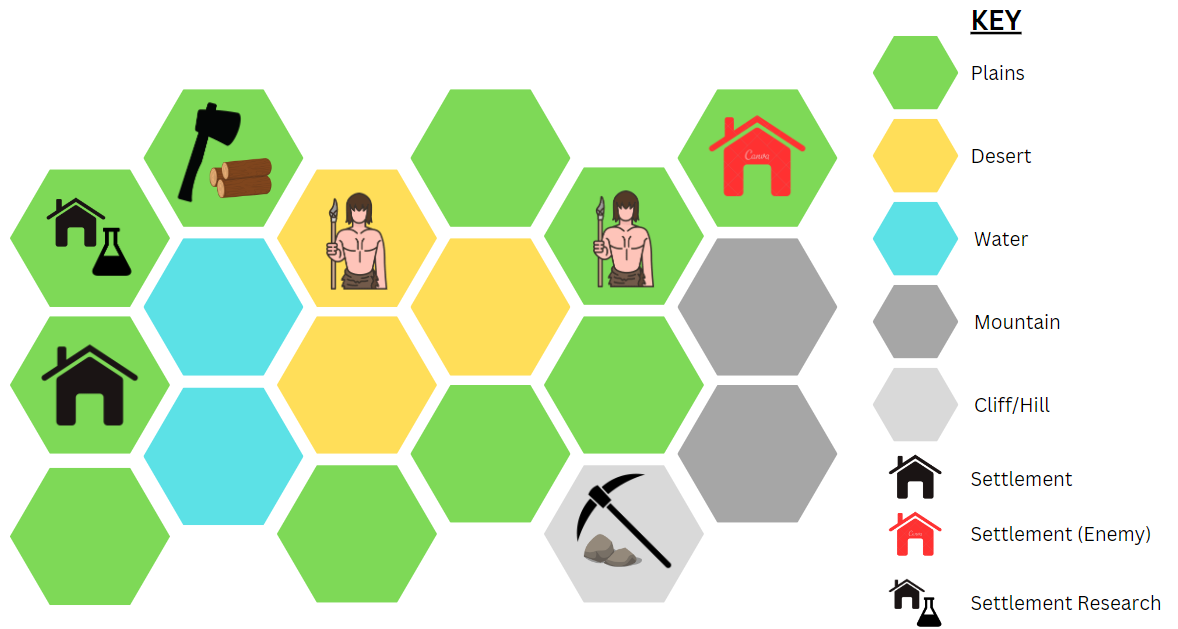
Commercial Placement

Genre Commercialization

Commercially, R2C fits into the combined genres of 4X and grand strategy games. It takes concepts from both genres and combines it into one sub-genre which can then be expanded upon.

Looking at the market, there have been a lot of strategy game releases in the past 5 years which fit into either the 4X or Grand Strategy market. This directly relates to the increase in popularity of strategy games, with strategy games being in the top 5 for industry revenue gained from players for 2023.
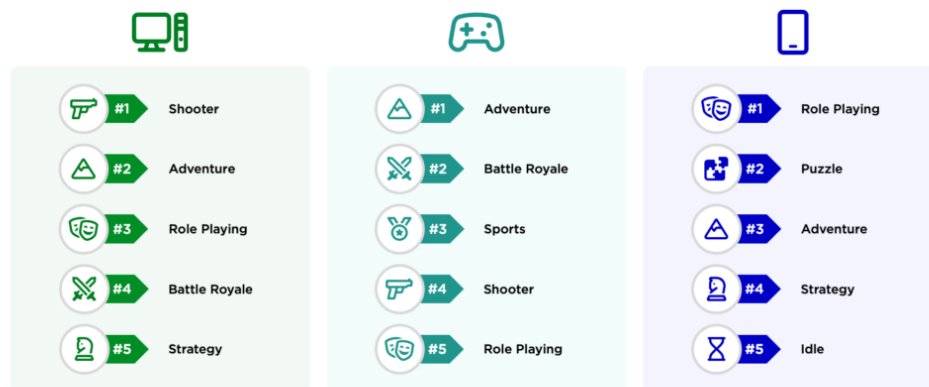
Genre Revenue 2023 – Credit: Newzoo

The number of players has had a steady growth making the market much larger and more accessible to a wide range of players. In accordance with this the number of players to most strategy games has been relatively consistent with most games sporting around 30k daily players (*Crusader Kings 3* and *Civilization 6* respectively).

R2C, with the combination of two major sub-genres of strategy games, will fit nicely into this group and will open the door to a very underwhelming number of strategy games set in such an early era of human existence. R2C will be marketed as an "Expansive Strategy game" that employs elements of the major sub-genres.

Strategy Game Revenue

Continuing on from the general commercialization of strategy games, with the number of players increasing, the number of sales and revenue gained from strategy games has vastly increased in recent years.

For example, *Age of Wonders 4* (Paradox Interactive, 2023) has sold a total of >250,000 copies (Paradox Interactive, 2023) since release, and it has only continued to grow.

With the standard grand strategy game selling for anywhere between £30-£60 in the current market, games can produce around £500,000 - £5 million in revenue from one game without DLC or in game purchases. (Figure based on average price and sales numbers).

For *Age of Wonders 4* it has produced over £10 million in revenue from copy sales (No DLC sales included, base game £41.99). This shows that the market is very open and ripe for a range of strategy games to come in and make a mark.

Average Player Numbers

Looking at the number of average players we can identify how long a game has before it reaches a steady player base and when it needs to get more content to keep players coming back.

Upon research, the average strategy game on PC will have a normal player base of around 5k-30k players for a mid to large scale strategy game (SteamDB, 2024).

Some games such as *Crusader Kings 3* (Paradox Interactive, 2020) have had a steady number of players which indicates that with enough content most strategy games are able to survive for a reasonably long period of time allowing more potential commercialization from the game.

Crusader Kings 3 Player Count – Credit: Steam Charts

Monetization Strategies

R2C will be marketed in a similar method to other strategy games. The base cost of the game will be around **£40**, and it will be a premium model game, allowing the players to keep the game forever after purchase.

In order to gain more people to play the game, free demos will be available to download which allows the players to play a short version of the game against a limited number of civilizations.

To maintain a relatively high number of players to return to the game constantly, free content would continue to be produced to keep the game fresh and constantly different for the players. This would be done over a ranging period of somewhere between 1 to 6 months for new content.

The reason for going for a premium paid model is that most popular strategy games follow this approach to make sure they have a solid number of players at all times. R2C would follow in these footsteps to make sure it has the best start available.

Marketing Methods

The main approach to marketing for R2C will be a major online presence with the addition of in person events to increase target audience reach. In terms of social media, apps such as YouTube and TikTok will be used to reach a large audience of people.

YouTube would be used with short ads which would be placed in videos related to history and strategy gaming. YouTubers, such as Bokoen1 and Koifish, would receive a copy of the game to play as a sponsored video to reach their rather large strategy fan bases.

TikTok advertisements allow for younger audiences to be targeted, especially those who are starting to take a branch away from primary mainstream genres such as action and adventure games.

Further marketing would include posters and advertisements around locations such as bus stops and on billboards. This would mean that anyone could easily be shown the game as long as they are passing by the area.

Finally, demonstrations and pop-up events would be established at places of learning, such as the National History Museum, to reach a mixed audience of younger and older players. Demos would be set up allowing people to take a break and give the game a try.

Numeric Design

This section includes some expanded lists of previously discussed tables.

Resources Expanded

Resource	Gather Time	Amount	Prerequisite	Season
Wood	2 Turns	3 Wood	None	All
Stone	2 Turns	2 Stone	None	All
Wheat	4 Turns	5 Wheat	None	Spring, Summer
Meat	6 Turns	3 Meat	None	Spring, Summer, Autumn
Metal	4 Turns	2 Metal	Needs Metal Working Research	All
Obsidian	1 Turn	2 Obsidian	Needs Raw Material Research	All
Horses	3 Turns	2 Horses	Needs Warfare Research	Spring, Summer, Autumn
Wolves	5 Turns	1 Wolf	Needs Domestication Research	Autumn, Winter
Cows	2 Turns	6 Meat	Needs Domestication Research	All

Units

Name	Health	Attack	Defence	Range	Cost	Movement	Bonuses
Scout	2	1	1	1	1 Wood, 1 Meat	5	+2 movement in plains
Warrior	3	2	2	1	2 Stone, 2 Meat	2	None
Slinger	2	3	1	3	1 Stone, 2 Meat	3	None
Rider	4	4	2	2	1 Horse, 2 Stone	5	Can attack twice
Wolf Pack	5	3	3	1	3 Wolves, 1 Meat	4	Can attack two targets
Tank	6	2	5	1	2 Metal, 2 Meat	3	Can take attack for ally
Assassin	2	6	1	2	2 Metal, 2 Obsidian	6	Insta-Kill if HP <1
Gatherer	1	0	0	0	1 Meat	3	None
Builder	1	0	0	0	3 Meat	3	None

Glossary

R2C – Race 2 Civilization

WM – World Mechanics

RM – Resource Mechanics

SM – Settlement Mechanics

UM – Unit Mechanics

TM – Technology Mechanics

EHGs – Eastern Hunter-Gatherers

CHGs – Caucus Hunter-Gatherers

Expansive Strategy Game – A game with hints of 4X and Grand Strategy

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