SRI LANKA INSTITUTE OF INFORMATION TECHNOLOGY

Game Design Document

Ant-Me

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Overview

Introduction

This game is based on surviving thorough a difficult insect world. This is about an ant who is trying to save his kingdom and his team. It's his responsibility to supply all the needs that kingdom needs. He is the general of ants. He has to defend his kingdom all the time, in oder to do that he will have to increase his team members, defense and the capacity of the kingdom. He is working under a queen who's producing more ants as long as he supplies the foods. He is going out to search the foods, enemies, items and team will carry them to the kingdom.

This is a real-time strategy game. This will be in both 2D and 3D and will be developed in Unity. Game language will be in English. Graphics elements will be produces using Adobe Photoshop and Illustrator.

There is only one character playing this game. We will give some limited areas of the kingdom and the jungle on the first level. As the player goes for higher levels he/she will be able to give more powers, energy to the ant, capacity to the kingdom.

Game Structure

Control

Before starting the game player will be presented few options player can select. Those are "Play", "Mute" , "How to play".

There are two modes "kingdom mode" and "surviving mode". In the "kingdom mode" basement of the kingdom will be shown. Then there will be a button named "Go Surviving" which is to go to the out side of the kingdom and do his mission. Then in the "surviving mode" there will be button named "Go To Kingdom" which is to go inside the kingdom.

Inside of the kingdom player can expand the capacity of the kingdom by building new shells. That shell can be a food store, ware house or a house. As the player expand the capacity shells, player will be able to store more in those shells.

Player can create defense halls and update them. These halls will defense the kingdom. By updating these halls player can put more powerful weapons and powerful ants in there. Player can create fighters and workers if there are available resources. Player can create weapons by collecting materials form the jungle.

Scoring

Health points of the kingdom

Enemies can attack the kingdom. When they attack, health of the kingdom will be decreased. Then the player has to repair. Repair will be done by workers. There will be a button named "Repair" for the player to give an order.

Health points of the fighters and the player

When enemies attack ants, all ants including the player ant can gain health by going inside the kingdom.

Foods

As the player collects foods, foods count will be increased. Then player can feed the queen and get more ants.

Space

When more ants are born, Space of the kingdom is getting decreased.

Action

Movement

Player can navigate the ant by tapping on a collectable item or map. When the player taps on enemies player can choose what kind of fighters player wants to send.