Kingdom Game Design Document

Contents

[Concept 1](#_Toc113454354)

[Combat 1](#_Toc113454355)

[Town 1](#_Toc113454356)

[Population 1](#_Toc113454357)

[Control 1](#_Toc113454358)

[Player in control 1](#_Toc113454359)

[Alignment 1](#_Toc113454360)

[Resources 2](#_Toc113454361)

[Buildings 2](#_Toc113454362)

[Race spread 2](#_Toc113454363)

[Buildings 2](#_Toc113454364)

# Concept

# Combat

## References

XCOM, Fallout 1-2, Divinity, Baldur’s Gate I-II,

# Town

Theoretically town should be self-sufficient by themselves. Towns are important pillar of the game and main point where hero player and faction players connect. Basically, every town has:

## Population

Population defines city size, production and might influence troop selection or availability. By idea it should be measured in values ranging from decimals to several hundreds. (Maybe take influence from max health progression?) Town population should be main way of producing gold?

! Real medieval city population ranges from 10 000 to 100 000!

## Control

Control is a value, which describes which power is controlling this town. Higher control value enables influencing this town by a player. If it rises to 100% for anyone, this player gains full control. In certain situations, this might not be really beneficial for a player, since free cities produce more don’t use players own resources.

## Player in control

Certain factions like the “King” require a starting city.

## Alignment

There where control describes controlling force of the city, alignment describes will of the population. In ranges straightly from -1 to 1 and goes from “evil” to “good-natured”. On the practice town controlled by an evil faction might still have good willing population. In such situations citizens might hide good aligned heroes, give them rebellious quest and support good attacking army during the siege.

Initially all towns not picked by any player start with alignment value of 0.

## Resources

Town’s productive enterprises bring resources normally even if city is not controlled by a player. In such cases AI with certain randomness uses resources normally to build buildings and hiring troops, also paying heroes for completing quest. Actually, in towns controlled by a player production should be less effective for several reasons:

1. “AI” player is worse in controlling resources anyway.
2. It creates strategic interest to control player’s own expansion, since free city might be more beneficial on the long run.
3. Free city might be an investment for several players of the same allegiance and benefit several players more than if it were controlled by one.
4. Free cities being powerful and important become battleground for several heroes and influencers.
5. Free powerful city might be a price in the end game, creating interesting situations.

## Buildings

Not all the buildings should be stationed in a city, but many are especially building of interest for a hero. It is important that hero players are motivated to visit cities between adventures restocking items buying upgrades and taking quest. So, for example good city building could be *Smithy*, *Marketplace*, *Tavern*.

## Race spread

All the races are strictly tied to factions and mostly represent classic fantasy tropes. Basically every “dot” of town population is assigned with certain race. Race spread value itself is shown in %. Initially every town start with human 100%, but changes with every player selecting starting area.

# Buildings

Buildings are especially interesting feature of the *Kingdom*. While it is a common feature in many strategic games their provide much more layers of interaction in this game.

# Points of interest