CS50 Game Design

Sieged.ml

**→ Actions → State → View →**

2d

* Factions
  + Colors
    - Purple (Roman)
    - Red (Greek)
    - Yellow (Egyptian)
    - Blue (Norse)
* Leveling
  + What Changes?
  + Builders
  + Skill trees
* Base building
* Map
  + Circle
  + Deadzone
    - Message will die if in for x amount of time
    - Countdown of five sec
* NPC interactions, simple AI
  + Mobs
    - Goblins (gold = 1, xp = 5)
      * Simple swing and run movement
    - Dwarves (gold = 5, xp = 20)
      * Simple swing and run movement
    - Soldiers (gold = 20, xp = 50)
      * Simple swing and run with occasional double strike with running movements
    - Archers (gold = 25, xp = 55)
      * Shoots arrow at player and runs
    - Mages (gold = 50, xp = 100)
      * Necromancer
        + Shoots a fast moving projectile that slows the player down. Travels with other mobs runs too.
      * Elemental
        + Shoots a ball of fire or earth at player and run mechanic.
    - Dragons (gold = 500, xp = 1000)
      * Can only be taken down by troops or players who have a ranged attack. Shoots fire beam for 3 seconds with a 2 second cooldown time.
  + Lowest average player, difficulty scales
  + Raid boss/objective in the center > 1 player
* Currency
  + Gold
    - Buildings, upgrades
  + Food
    - Units
* Population
  + Players: ~12 - 24 max
  + Troops:
    - Melee
      * Peasant
        + Low hp/ low dps
      * Swordsmen
        + Middle low hp/ moderate dps
      * Hoplite
        + Moderate hp/ middle high dps
      * Minotaur
        + High hp/ moderate damage

Pro

Very Very High hp

Con

Long and slow attack time

* + - Ranged
      * Javelin thrower
        + Same as peasants
      * Archer
        + Same as swordsmen
      * Ranger
        + Same as hoplite
      * Ballista
        + High hp/ high damage

Pro

Very Very high damage

Con

Cannot target players or mobs. Only buildings.

* + - AoE
      * Mage
        + Same as peasant
      * Wizard
        + Same as swordsmen
      * Sorcerer
        + Same as hoplite
      * Necromancer
        + High hp/ Low dps

Pro

Slows enemy

Con

Little to no damage to target

* Forced restart
* End game
  + Boss based on faction
* Leaderboard
  + Score
    - What does score take into account?
* Buildings
  + Farm - produces food-levels\*5-max\*10-gold\*?
  + Mine - produces gold-levels\*5-max\*10-gold\*?
  + Barracks - increases max population-levels\*5-max\*5-gold\*?
  + Archer Tower - defence base levels\*5
  + Tent - sets spawn point
  + Mage tower - How many purchased \* PL

**CLASS: unit**

* cost
* bounty
* population
* hp
* damage
* threat

**CLASS: player**

* hp
* Gold
* Population
* Faction
* Speed

**CLASS: factions**

* Roman
* Greek
* Egyptian

**CLASS: leaderboard**

* Coins = 1
* Troops = # of troops \* level
* Building = cost \* level of building
* Kills = 50 \* PLK (player level killed)
* Skill = xp
* //Leaderboard / 10

**CLASS: controls**

* WASD (up, down, left, right)
* Hotkey troops and buildings (e.x. T = peasants and m = mages)
* Mouse (clicking, attacking)
* Tab (leaderboard and skills)
* m (map)?

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Melee: | Peasant | Swordsman | Hoplite | Minotaur |
| Ranged: | Javelin | Archer | Ranger | Ballista |
| AOE: | Mage | Wizard | Sorcerer | Necromancer |

Once we decide how fast/easy it is to gain gold we can start assigning values to things, these values will change as we balance the game. When we start having different running versions of the game we should make little change logs to record what features/balances/changes are made.

**CLASS: skills**

* Melee: mano y mano
  + Tank: High health/Low DPS (appears on everyone's mini map)
  + Stealth: Low Health/ High DPS (doesn’t appear on mini map)
* Ranged: attacks at a distance
  + Hunter: Moderate health/ Moderate DPS (ranged troops have further range)
  + Tracker: Moderate health/ low DPS (larger FoV, can see stealth, can see all players building)
* AoE: uses splash damage with spells
  + Sorcerer: Moderate Health/ Moderate DPS (high splash damage)
  + Shaman: High Health/ low DPS (creates a healing aura around player)