Game Design Document

- Purpose : To develop a 2D Castle Builder Game where player can build workshops and decorations on the map

- Technical Requirement :

  - The game was built on C++ using the cocos2dx engine
  - The game supports only windows

- Game functions :

This is what a general map looks like populated with 3 shop items.

The player can go into the shop by clicking on the shop icon on the bottom right of the screen
- The player can page between Workshop items and Decoration items
- The player can select any of the shop item and it will be attached to the cursor
- The player can place it on the map by clicking any of the tiles on the isometric grid
- Each isometric tile holds exactly one item
- The player can click on existing items and click on the 'X' mark that appears beside to delete the item from the map

Shop View :
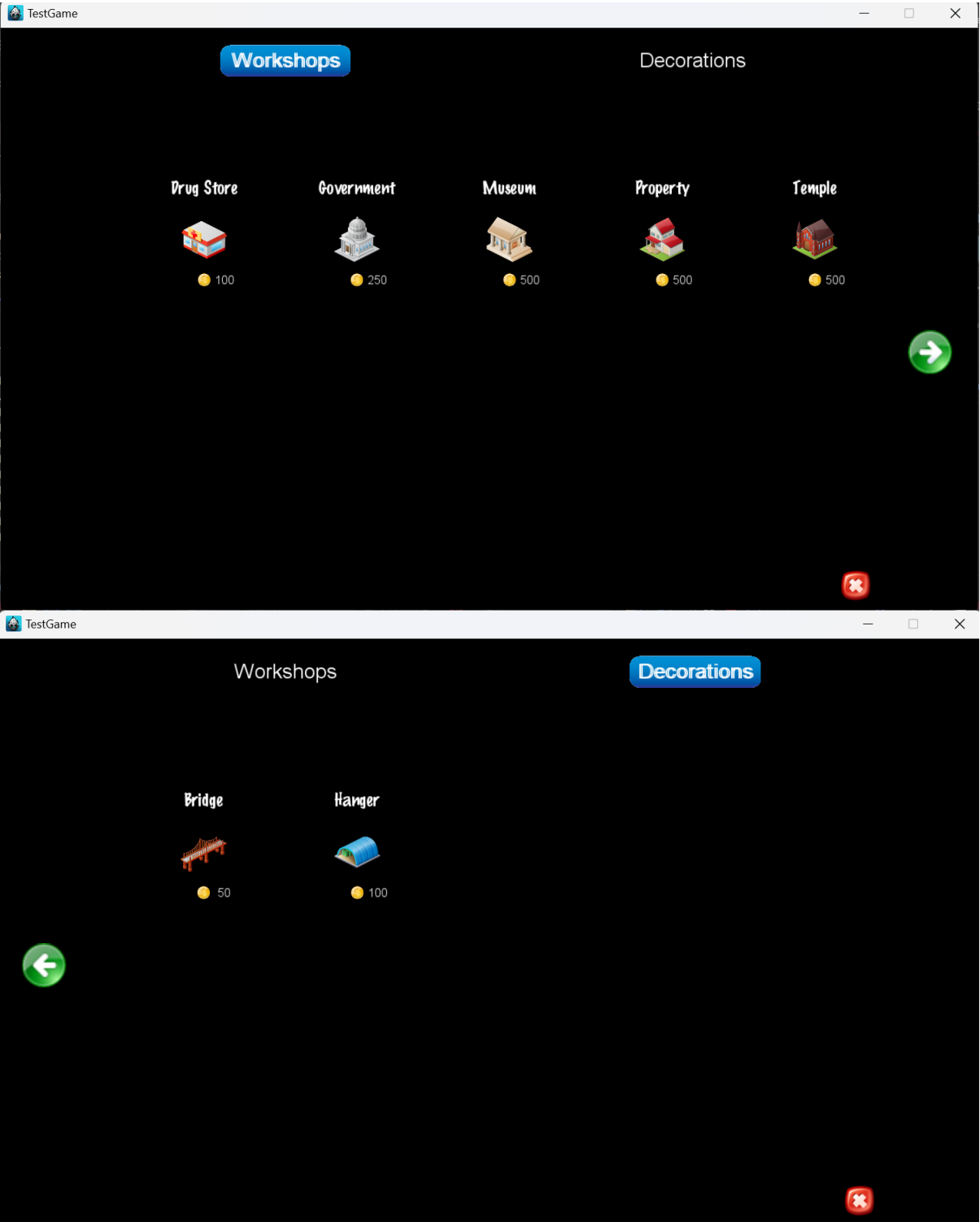
Additionally you can see some widgets that help us in the game :

- Zoom In/Out : Used to zoom in/out. Can zoom in 3 times (1.1x). The player can between the map while zoomed by pressing the mouse and dragging
- Load New Map : Wipes the entire map and removes all shop items
- Recalibrate Map : Returns the map into it's initial location if the map is dislocated after zooming and panning
- Turn grid on/off : Lets the player switch the isometric grid on/off

General Game Workflow