Rise of Civilizations.

Two-page summary.

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Overview

Rise of Civilizations is a turn based historical strategy game. It is an intuitive and easy to play game that is suitable for everyone. As a strategy game, it requires the player to think logically in order to defeat the opponents. Once you start the game, you get the opportunity to choose to play either versus an AI opponent or versus players on your local area network.The objective of this game is to develop and expand the user's empire that can last for ages and resist conquests from other empires.Each player assumes the role of a ruler of an empire and will initially have some resources in the form of manpower, goods , army units and virtual currency to build his/her empire and compete with other empires/civilizations. The player should possess a knack of taking critical decisions regarding exploration, warfare and diplomacy.

KEY FUNCTINAL REQUIREMENTS:

- Player has options of selecting the time period and civilization when the game starts.
- All game scenarios will be pre-programmed into the game based on real historical facts which include land, army units, virtual currency and goods associated with that civilization and time period.
- Player will be able to find new cities, build buildings and create new units. He/she also can conquer all of the above from his/her opponents (real or AI) through conquests.
- The player can choose to engage some or all of his/her units for the conquest. The player with greater unit strength will have a greater chance of winning the conquest.
- Two emperors can choose to join hands with each to fight jointly with other civilizations.
- There exist virtual market place where player could buy or exchange goods with other players. It uses virtual currency that is earned from each turn that player makes.
- Enemy's skills depend on the level of adventure i.e. higher the level, higher the skills of an enemy.
- Game has open world environment limited to the map selected in the beginning.
- Different terrains, each of which has buffs for units that are onto it.

- Game ends when there are no opponents left in the game, or when last of players "settlements" is captured.

NON-KEY FUNCTIONAL REQUIREMENTS:

- When it is players turn to make turn it should not take longer than 10 sec.
- The game must feel responsive.
- The system should respond to the user's action in mouse click time.
- The system should save the game automatically every 10 minutes in case of errors when user plays the game.
- Game should refer the player to an online tutorial that shows player key-features of the game and how to play it.

Testing:

Testing must be integrated with various development activities from the start. A detailed test plan will be documented in the report. Various testing activities such as code inspection, unit testing, test cases, integration testing and acceptance testing, will be designed and included and described in details.

Project management:

A team of 3-4 members will develop the project. The team should first divide the game into multiple functionalities, which further will be divided to tasks, and then team members will take the tasks as per the skill.

Conclusion:

To summarize, the Rise of Civilizations is a game where player face off opponents to be the last one standing, whether it is through conquest or by just outlasting others with a heap of resources. The game is targeted to all users, experienced or not experienced, games of any age that simply want to spend their time playing strategy game based on real facts, or rewriting history that "suits" them. The game is really easy and fun to be played and if a player has difficulty in understanding the game rules, there is an instructions menu that will bring you the instructions screen, where everything that you are required to do as a player is described.

```
Game Start ──────► Select Civilization
                   and Time Period
                          │
                          ▼
                   Select goods, virtual
                   currency and army
                          │
                          ▼
                   Acquire resources
                   from other empires
              ┌───────────┼───────────┐
              ▼            ▼            ▼
       Acquire resources  Capture resources  Join hands with other
       via trade          via conquest       empires to collectively
                                             own resources
              └───────────┼───────────┘
                          ▼
                   Capture all empires
                          │
                          ▼
                     End Game
```