***The Last Promise***

Program Function

The game takes place in a magical land where there is a war occurring between two kings. Soldiers from the Azdens kingdom fight to the death for glory, gold, and honor, against the magical wizards of the Soul Society. The two kingdoms are warring over a golden t-shirt that grants eternal life once worn. This t-shirt was stolen from the royal treasury of the Azdens Empire, by the Soul Society. The Azden kingdom will stop short of nothing to recover their precious treasure. The user can choose on which side he/she wants to play.

This is a top-down strategy game where one player battles an AI (Computer Controlled Opponent). The map is made of randomly generated sequences of tiles (squares) that form a grid. The tiles are of different nature such as - grass, forest, water, mud, or resource tile. There are also different missions (scenarios) with increasingly difficult enemies in each level. The game starts with a main menu screen where players can select a level, play a tutorial, view credits, resume already existing battles, or exit the game. On the screen, there will be a scrolling map where the kingdoms will be able to see the other sides’ units and their actions. Each unit has a specific number of movement/action points which will be displayed on the screen when that unit is selected(cursor hearing.) Each player will start with a castle. Player one will be in the Northwest and Player two will be in the Southeast. Each player will be able to move units, build buildings, train units, gather resources, attack enemy units, and level up by taking turns. A player will end his turn when he has made all the moves he wishes to make and then it will be the next players turn. This will continue, until one of the players has no units or buildings remaining. There will be a variety of units and buildings available, both attack and support units. Support units will gather resources and build buildings. Gold that is gathered can be used to build buildings, train units, and level up. The distance it can move is dependent on the number action/movement points it has and the terrain it is attempting to move across. Attack units have the ability to attack one enemy per turn and support units can gather one resource per turn, but this expends a set number of action points. All units are split into land and water units; each can only move across its own type of terrain.

The program presents itself by Project Wayback Titles including publishing and development credits (BitBlit). Then a credit to our team will be displayed. Classic 8-bit style with original music will be used in this 2D turn-based strategy game. Different music or sounds will be used when selecting the menu, attacking the enemy, receiving damage, or in case of a player's death.The frame-rate will not dip below 30 frames/second, so that the user may enjoy a retro-style game in present day without any delay. When a unit is selected, the tiles that it can move to will be highlighted by placing a semi-transparent colored square over the tile. The color will depend on the action. A tile will be highlighted red for attack or resource gathering and yellow for movement.

The game will have an option button at all times present on the screen that is selectable by the user. It allows the user to either close the game, exit to the main menu, or pause the game and adjust basic settings such as sound level etc. Also when a unit is selected, its remaining percentage of health will be displayed along with the its generic name. On the top of the screen there will be basic information about the current battle, such as the amount of gold collected by both sides, and the amount of units that both sides possess.

Objects in the game are divided into units and buildings. These both have a location on a tile. Units are divided into attack units which attack enemy units. Buildings and support units that mine for gold and build buildings. Each of these are divided into unit types with different abilities and functions. The map is divided into tiles that can contain one unit or no units depending on type.

There are different tiles of different nature such as - grass, forest, water, mud, resource tile. A player will have an array of units and buildings that they control and can move and or interact with when it is that player’s turn. A player also has gold that is earned by gathering resources and destroying enemy buildings.

Inside of a battle/mission a side can level up by collecting a set amount of gold (increasing exponentially per level). If a side levels up, they will essentially switch ages and they will be granted access to more futuristic units. For example, if the Azden’s empire levels up from level one to level two, they will gain access to more advanced units such as switching from an archer to a riflemen or crossbowmen. There will be three overall levels/ages in the game. In general, if a unit from a lower age faces a more futuristic unit it will almost always lose unless it has multiple health and terrain advantages.

The entire game is based upon the amount of gold collected. Gold can be collected by using a support unit (villagers) to mine for resources. There are special resource tiles placed randomly around the playing field. If a villager stands on top of a resource tile it can select to mine from the tile. Each turn spent mining will add to the overall gold the player possesses. Also, bonus gold will be awarded for destroying enemy buildings. The game is completed when one side completely annihilates the enemy. Meaning, the enemy has no remaining units and all of their buildings have been destroyed.

When the user selects the start button for the game, a new window will appear for the game frame. This type of organization will occur throughout the different options that the user selects, such as credits, and playing tutorials. The user will be selecting the different windows by going to the blue bar and selecting the page which they wish to be active on. By using this type of system the coding will be easier as well as the runtime will be faster.

Overall, this program fully exhibits the foundations and the level of excellence of any BitBlit Program. It fully has the requirements for the game and for any gamer involved. It truly does grasp the user by the sound, the 8-bit graphics, and most importantly the storyboard of the two kingdoms fighting to the death, for The Golden T-Shirt.