Roy Babbel

Spencer Ewert

Jason Patton

Game Design Document

TITLE: Conquest

GENRE: Real-Time-Strategy (a variation of Eufloria or Galcon)

GAME DESIGN: The goal of the game is to conquer every planet on the map. Each map consists of planets owned by neutrals, the player, or the AI. Each planet has a size, production, capacity and will eventually have a special ability. Planets continuously produce ships for their owning player (production speed varies by planet) until they reach the planet’s capacity. Players use the ships they produce to fight and conquer other planets.

GRAPHICS AND SOUND: Conquest's graphics are 2D with a top-down view. The interface currently only consists of labels for the number of ships on each planet and a highlight around selected planets. Ships are successfully spawned at planets and traverse the map to their destination. Sound effects will eventually be added to be on on par with other space-shooters (explosions, engine noise, gunfire). The soundtrack will eventually be dramatic instrumental music (similar style to Halo).

GAME AI: The game AI is currently very simple. After a set amount of spawned ships, it has each of its planets send all of their ships to the first planet it doesn’t own. Eventually, the AI will have various difficulty settings (easy, normal, hard, etc), and a more intelligent system. Pathfinding is simple. Ships move from planet to planet it fairly straight lines.

PHYSICS: Physics are not terribly important for the game. Besides having colliders on planets and ships, we don’t use physics.

FEATURE LIST: We currently have planet models, ship models, maps, scripts, planet/ship/game controllers, an AI, victory tracking, pathfinding, and a UI that reports ship counts. We will eventually implement better AIs, user panes, menus, better lighting, sounds, possibly multiplayer, and more ways for the user to send commands to planets.

MODULES: We have basic modules for game logic, AI decision-making, user menus, and levels. This will improve as we continue to work on the project.

GROUP: Our three person group has been able to make a good amount of progress on the project. We were able to break the project up into tasks. The modules ended up being the tasks. For the most part, we worked separately on the different modules but helped each other when needed.