GADE6112 – Part 3

High Concept Document

The Concept behind this game lies with strategy, using variables that give the game object’s simple qualities, enabling them to initiate combat. Units are separated into objects that make them unique in qualities, moved around a field and placed in combat because of random movement around the play area. The units are Ranged and Melee, possessing different qualities in attack range, changing the way they act in the game. The other objects are resource and factory buildings, which provide units with resources that help them survive.

The characters are simply represented by blocks, each type of unit identified by its unique colour. The world displayed to the player is that of a deep blue background, contrasting with the play field. The story and level progression does not exist here as this game provides more as a simulation, giving the player the freedom to manipulate unit values and experiment with outcomes.

The user interface provided to the player simply shows console output, with information when the click on units. Progression in the game lies in the players hand, with outcome’s in their control, able to manipulate the worlds properties.

GitHub Repository:

<https://github.com/joshdutoit/GADE.POE.git>