***Ruler of the Abyss***

# Design

## Story

You play as an Overlord, a species of undead that rules over life and death. The world is just, but a game to a deathless race. You control undead minions to conquer other locations and points of interest. Keep on playing your game of ruler to one day rule the world.

## Game Concept

Play an RTS with a immortal army that may respawn based on a timer. Fight other countries and take over their land. The more land you take and have, the harder the enemies will become.

Control with mouse and keyboard to command units

*\*more info about win/lose conditions*

Win once you have fully conquered the world(map).

Lose when you run out of time in one of your campaigns, the timer will be when enemy reinforcements arrive, and they may push your army back. If you retreat too many times then you will lose.

*\*scrapped idea until worked out*

*~~There will be a retreat button, so you may retreat, but when you do it will inflict a penalty on your army and you will not gain anything while exhausting units in the region you attacked. If you are forced back to your capital and are overwhelmed by the enemy. I may add an element that buffs the enemies whenever you retreat.~~*

In future iterations there may be skills that the Overlord may use to assist and help his army.

## Audience

Teenage audience with a fantasy interest, anyone older may enjoy it as well. Setting and gameplay may attract adults and those who are fans of Real-Time Strategy.

## 

## Estimated Time

Total Time - 700mins -

Import previous RTS - 0mins. - Done

Spawn Units - 30mins - Done

Make a Map - 30mins - Done

Region the Map - 30mins - Done

Mass Control Units - 60mins - Not Done

Selective Control Units - 60mins - Done

Spawn Unique Units - 30mins - Not Done

Time based spawn - 15mins - Done

Add new Win/Lose conditions - 30mins - Done

Add random partol for enemies - 15mins - Done

Add Sword Swing attack & animation - 30mins - Not Done

Updated playable unit controls - 30mins - Done

Level Design (4) - 90mins - Done

Bugs - 120mins - Fixed Some

Total: 570 mins = (9 & ½ hrs)

# Evaluation

All of the above tasks have been completed around the estimated time except for those that are not done, and the new Win/Lose condition took an additional hour.

Most of the Tasks did work, I did encounter a couple bugs that I attempted to fixed and managed decently. One bug I have encountered at the final build is that there is a chance of not saving one of the win conditions.

I have not fully understood the mass select units and have not had time to setup GUI for the unique unit spawn. The animation will be postponed to when I want to add in a KnightUnit which is currently work in progress.

## 

## Final Project Goals

1. One of the major bug fixes is going to be the dysfunctional save in the win conditions.
2. Hoping to add the mass select for the player to not require individually selecting units, which i have noticed is annoying once managing 10+ units.
3. Add models for each unit hopefully.
4. I have noticed that each unit takes up alot of lag in editor, so I may swap that out for a placeholder that will spawn the unit during play.
5. Potentially adding the mentioned skills above.
6. Any other discovered “features” after more play-testing.