Run Riot

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Game Design Document

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Objective / Goal

- Game's Objective: To spread your army across the map and take full control

- Winning Condition: Enemy's surrender, conquering all base, conquering all enemy base

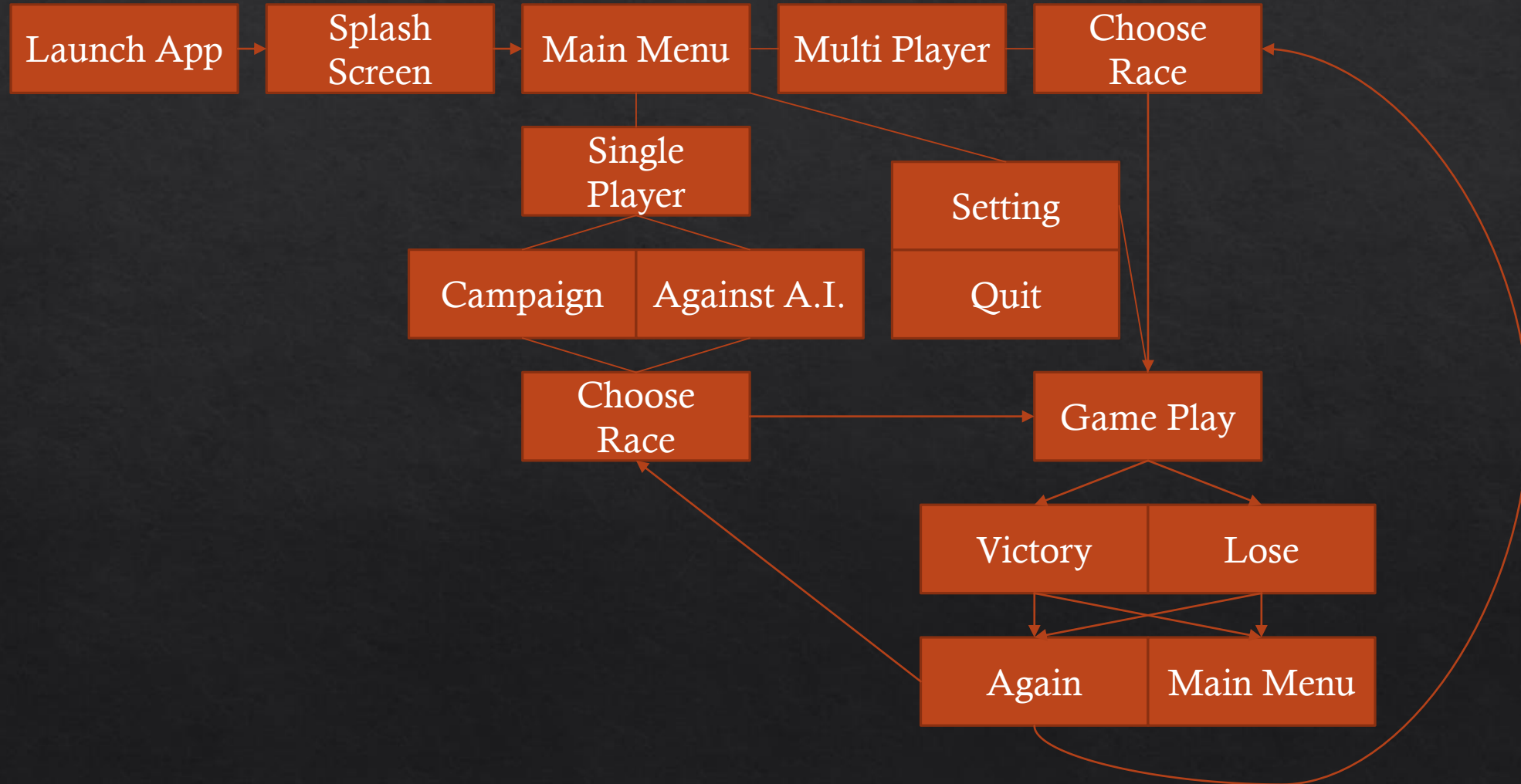- Losing Condition: Surrender, enemy conquering all of your base

- Goal: To design a mobile game that resembles Star Craft but specialized into mobile device's touch control

- Reference: Star Craft, Mushroom Wars

Storyline

Year 3013, only two species are alive fighting for survival. Chimeras, once human but genetically mutated to survive harsh conditions can eat anything and can reproduce in great speed. A.I.'s, with humanity's technological advancement they became able to think and act alive. They use scrap metals left by that of past humans to reproduce fellow A.I.s. The two race is fighting over the dying Earth to get as much land and resources possible.

Flowchart

```
Launch App → Splash Screen → Main Menu → Multi Player → Choose Race

Main Menu → Single Player
Single Player → Campaign
Single Player → Against A.I.
Multi Player → Setting / Quit

Campaign → Choose Race
Against A.I. → Choose Race

Choose Race → Game Play
Choose Race (Multi Player) → Game Play

Game Play → Victory / Lose

Victory → Again / Main Menu
Lose → Again / Main Menu

Again → Choose Race
Main Menu → Choose Race
```

Avg Stats

◈ Movement Speed: 1 (100 resource for +1 upgrade, 50 resource increase for next upgrade)

◈ Reproduction Rate: 1 ("")

◈ Base Towers:

　◈ Capacity 20

　◈ Upgrades

　　◈ Increased Capacity (50 resource for +10, 25 resources increase for next upgrade)

　　◈ Long Distance Attack (200 resource for one time upgrade)

◈ Resource Base:

　◈ Max Resource: 500 per base

　◈ Capacity 100

　◈ 1 resource / 10 army

Chimera

- Genetically mutated humans
  - Body shape that of human
  - Have furs all over the body and has claws on both hands and feet