Empires of the IV

# Game Summary

Empires of the IV is a Multiplayer Real-time Strategy Game for PCs, Tablets and Phones, and is displayed in a top-down perspective. In the game, players play as the Unanian Empire and will choose a map and game mode to play with while they connect to each other’s devices. In real-time players manage their military, economy and research to build up their forces and take out the other.

# Pillars

* Cross Platform Multiplayer
* Real-time
* Strategic Thought
* Large-scale Military Battles
* Fleshed out Universe

# Game Loop

* Receive data over Network
* Gather Player Input
* Perform Player action
  + Move Unit(s)
  + Attack with Unit(s)
  + Build Units
  + Build Buildings
  + Research
* Check Unit(s) Attack
* Check Building(s) Status’s
* Send data over Network

# Demographics

* Years 13+
  + Rated T for Teen!
* Male
* Windows (Phone) owners (in the future iOS, Android)
* Fans of strategy games
* People who like a little story in their games

# First 5 Minutes

The Game opens and the player decides whether to play Singleplayer or Multiplayer. If multiplayer the players connect to each other, in both situations they land in the Game Lobby where they set up their game settings and click “Play”

The match begins and the player is launched into their selected game mode and map. Once loading is done, they select their Factory and begin building units and additions to their factory. Once they have enough Units, the player selects them and sends them out to battle.

Once the player has enough economy built up, they will likely begin expanding their base by building Supply Points on their Factory’s plots or if the map supports it, more Factories on Factory Build Points.

# User Stories

## I want to play with friends

As a user I want to be able to connect to my friends' devices and play with them

## I want a wide variety of ways to play

As a user I want to be able to play different game modes such as FFA, Team Based or something as simple as Defend the Base

## I want to choose from multiple civilizations to play as

As a user I want to be able to choose from multiple civilizations to play as.

## I want a story behind the gameplay

As a user I want a defined story behind why we are fighting each other and how things came to be

## I want to build a large military

As a user I want to be able to build a lot of units to take on my opponent with

## I want to be able to research

As a user I want to be able to make my guys stronger through research.

## I want to be able to chat with my team and enemy

As a user I want to be able to type into a chat to communicate with my team and enemy

## I want a wide variety of settings

As a user I want to be able to customize my game experience through a wide variety of in-game settings